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# Players

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

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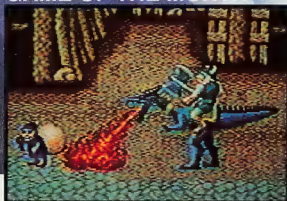
WIZARDS & WARRIORS II

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APRIL 1990



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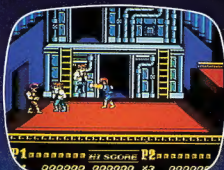
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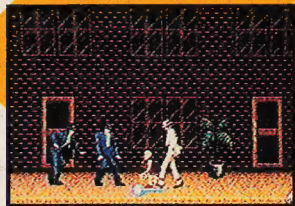
# CONTENTS



Genghis Khan — page 61.



ABC Monday Night Football — page 77.



Michael Jackson's Moonwalker — page 34.



Silent Service — page 83.

- 4 The Editor's View
- 8 The Tip Sheet
- 12 Player's World
- 16 Game Boy Players
- 20 Arcade Action
- 24 PC Players
- 34 Sega Players
- 38 Amiga Players
- 42 Nintendo News
- 48 Atari Safari
- 49 Turbo Players
- 52 Nintendo Game of the Month:  
*IronSword: Wizards & Warriors II*
- 60 Sega Genesis Game of the Month:  
*Golden Axe*



**68 Computer Game of the Month:**  
*Harpoon*

**74-83 Game Reviews:**

*Baseball Simulator 1.000*

*The Colonel's Bequest*

*Aslanax*

*ABC Monday Night Football*

*Cybernoid*

*The Fool's Errand*

*Adventures of Lolo 2*

*Genghis Khan*

*Indianapolis 500*

*Silent Service*

**84 Game News & Previews**

**89 Chartbusters**

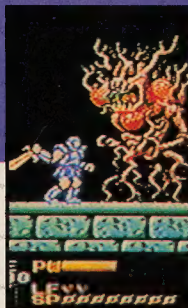


"GREETINGS BATBRAIN - ARE  
YOU READY TO MEET YOUR  
DESTINY?"

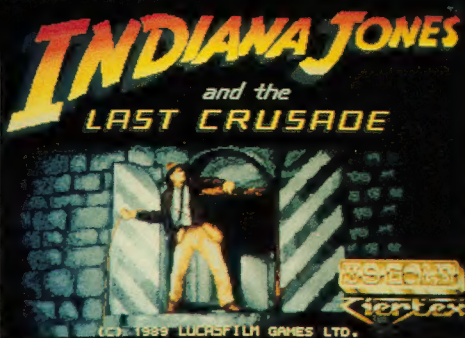
*Batman: The Videogame* — page 42.



*Golden Axe* — page 60.



*Aslanax* — page 76.



*Indiana Jones: The Action Game* — page 38.



# The EDITORS VIEW

To paraphrase an old saying about the weather, if you don't like the way the videogame market is going, just wait a day or so and it'll change.

Things really are changing fast in the world of electronic gaming, and *Game Player's* is changing right along with them. Starting with this issue, we're adding some new features and dropping others. It's all part of our continuing efforts to keep *Game Player's* "The Leading Magazine of Video and Computer Entertainment."

Our newest column is "Game Boy Players," for you gamers on the go. Although the Game Boy has been available for only about eight months, more than one million have already been sold, and Nintendo predicts that five million will be in the hands of game players by 1991. More than 40 companies are working on game cards for the Game Boy, and a flood of titles is expected later this year. Our Game Boy Players column will give you all the latest developments and review many of the new titles as they come out.

Another new game system that's catching fire is the Sega Genesis. We've decided to start a regular "Sega Genesis Game of the Month," just like our "Nintendo Game of the Month" and "Computer Game of the Month." Each issue, we'll take an in-depth look at a hot Genesis game — 50 to 90 color screen photos spread over six to eight pages! And our expert game testers will provide plenty of hints and tips, too. All this is in addition to our existing "Sega Players" column and Sega reviews. No other magazine currently has better Sega coverage than *Game Player's*.

We haven't forgotten our NEC TurboGrafx-16 fans, either. For future issues, we're planning more in-

depth coverage of TurboGrafx games, in addition to our "Turbo Players" column and reviews.

To help make room for these new features, we're dropping two columns that have been with us since the first issue of *Game Player's*: "Commodore Players" and "Cheap Thrills." The Commodore column focused on the Commodore 64, which first hit the market in 1982 and soon became the leading system for home computing and electronic gaming. But after eight years, the 64 has been overtaken as a game system by both Nintendo and PC-compatible computers. Although we have a lot of affection for the 64 and still think it's a great home computer (we are the people who founded *COMPUTE!'s Gazette*, the long-time leading Commodore magazine), there's no denying that the vast majority of our readers now prefer to play games on other systems.

The Cheap Thrills column was also dropped reluctantly. Cheap Thrills covered the "shareware" and "freeware" games available for very little cost to anyone who has a computer and a modem. For the price of a single videogame cartridge, computer users can get dozens of games just by downloading them over their home phone lines. Unfortunately, the majority of our readers now have dedicated videogame machines like the Nintendo, Sega, and NEC, and you can't download a game with a videogame machine. (At least, not yet.) Cheap Thrills isn't gone completely, though. Watch for it to resurface in one of our sister magazines, *Game Player's Guide to PC Games*.

We're confident that these changes — particularly the new Game Boy, Sega, and NEC features — will make *Game Player's* an even better magazine for today's gamers. And if you are among the many readers who have written us with suggestions, by all means, keep the letters coming!

Tom R. Halfhill,  
Editor-in-Chief

GP

*Game Player's: The Leading Magazine of Video and Computer Entertainment* (ISSN-1042-3133) is published monthly by Signal Research, Inc., 300 A-E South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US \$17.95. CANADA: Add \$1 per issue (\$29.95 total). For subscription customer service or overseas rates, call 1-800-222-9631. Postmaster please send change of address to *Game Player's*, P.O. Box L-2032, Langhorne, PA 19047-0672.



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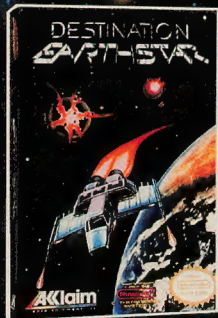


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Game Player's: The Leading Magazine of Video and Computer Entertainment

April 1990

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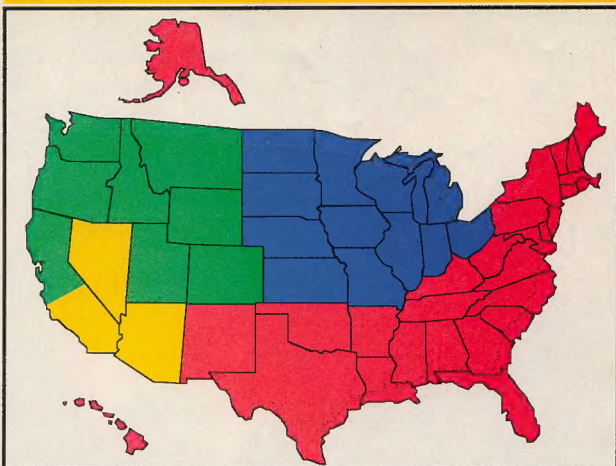
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The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.



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## Dragon Warrior

In Nintendo's *Dragon Warrior*, how do you obtain proof that the great Erdrick is your ancestor? Also, what does Erdrick's token do?

Alicia Macdonald  
New York

*Erdrick's token is the proof. Find the princess first, then talk with an old man. Together, they'll give you the coordinates of the token's location.*

## Bayou Billy

I would like to share this tip with *Bayou Billy* players. If you can finish the car driving section on practice mode, you will receive an extra man when you start game A or B.

Brian Foy  
Alabama

*Thanks for the hint.*

## Alex Kidd In High Tech World

In *Alex Kidd in High Tech World*, I always get every piece to the map of the High Tech Arcade, but I can't seem to get out of the castle. I'm not sure if I got the map pieces in the right order. Can you please give me the right order and how to get out of Alex's castle?



Do you have any questions about your favorite video-games or computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, Game Player's, P.O. Box 29364, Greensboro, NC 27429. Due to the volume of mail we receive, we regret that we cannot reply individually by mail to game questions.

Michael Way  
New Jersey

*After obtaining all of the map pieces, go to a bridge and use your hang glider to leave.*

## Last Battle

I have a Sega Genesis and want to know if there is a way to continue in *Last Battle*.

Joseph Rossman  
Pennsylvania

*When the screen reads "Legend of the*

*Final Hero," press the A, B, C, and Start buttons.*

## Shadowgate

I recently purchased *Shadowgate* for my Nintendo, and it's a great game. But I'm having a few problems. First of all, how do you get past the shark and get the key from the skeleton? Second, how do you open the last coffin in the hall with all the coffins? Third, what do you do with the pedestal in the room before the dragon? And finally, what do you do in the room after the room in which you received the spell "Ebor"? It's the room with the stone tablet covering the far wall and another stone tablet on the floor.

Remy Carreiro  
Massachusetts

1. Find the sphere two rooms to the left of the room which contains the shark and the skeleton. Do this by placing a gem in a keyhole. Freeze the water by dropping the sphere into it, then walk across the frozen water to reach the key. Be sure to retrieve the sphere — you'll need it later.
2. Don't bother with the coffin. It doesn't open.
3. The pedestal is where you get the sphere.
4. Try using a gem on the stone inside the tablet room.

GP



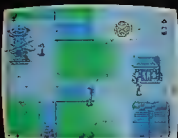
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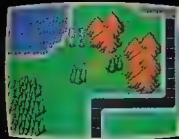
Screen 1. The heroine Alis strikes at a monster, seeing your dream.



Screen 2. Your party explores the inner city and discovers the Control Tower.



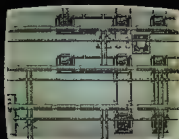
Screen 3. In shops, you buy some critical equipment you will need in your quest.



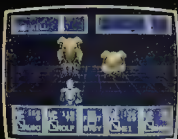
Screen 4. Carefully explore the wilderness outside the city on the planet Mota.



Screen 5. Burnwolf and Head Rot are mutant monsters you must destroy to succeed.



Screen 6. In the dungeons below the city your search is constantly beset by monsters.



Screen 7. Pug, an evil foe, keeps you from your appointed grounds and possibly success.



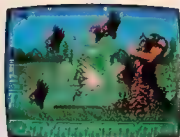
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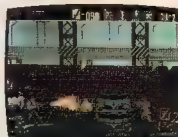
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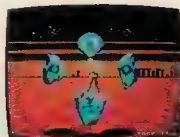
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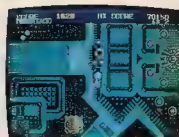
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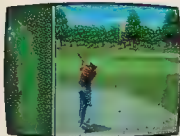
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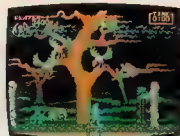
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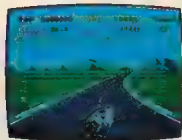
Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

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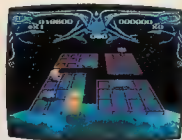
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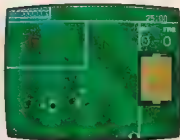
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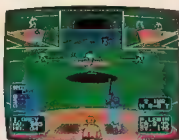
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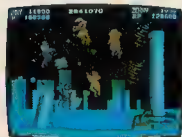
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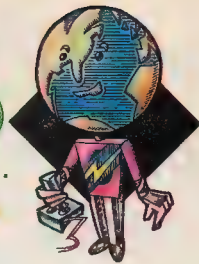


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# PLAYERS



## STEP INSIDE A VIDEOGAME WITH EAT-A-BUG

Tom R. Halfhill

We've seen plenty of fancy videogame controllers: turbo-fire joysticks, wireless infrared devices, four-player adapters, voice actuated controllers, the Power Glove, the U-Force. But what if you didn't need a controller at all? What if you could *step inside* a videogame and actually *become* the main character, instead of merely controlling the character?

That's the idea behind *Eat-a-Bug*. Your live video image — captured by a video camera — is projected *into* the videogame. You see yourself on the TV screen along with the game's graphics. Every move you make with any part of your body is shadowed by your image on the screen. And most importantly, you can interact with anything else on the screen.

*Eat-a-Bug* isn't a far-fetched idea that's years in the future. It's here now and can be seen on *Total Panic*, a Sunday morning TV show on the Nickelodeon cable channel. *Eat-a-Bug* is featured approximately every other week when members of the show's studio audience compete for prizes.

The object is to swat insects that buzz around the screen. The player gets points whenever either hand makes contact with one of the flying bugs. But if any part of the player's body is touched by a spider, centipede, or bee, the player loses a life. The game ends when the player loses three lives

or when a 90-second clock expires.

With the exception of the player's superimposed video image, everything in the game — the flying bugs, spiders, centipedes, bees, and backgrounds — is created with computer graphics. The computer automatically detects collisions between the player and other objects. Players observe the action and coordinate their movements by watching a nearby TV screen.

*Eat-a-Bug* is the brainchild of Dean Friedman, a computer animator, programmer, record producer, and composer. Friedman developed the game using an Amiga computer and interactive video technology invented by Frank McDougal, a Canadian programmer who designs flight simulators for aircraft companies. Friedman said he adapted McDougal's system in order to create a new generation of videogames that would merge players with computer graphics.

Friedman said *Eat-a-Bug* isn't just a trick for TV. He's working on an arcade version, and he's trying to interest science museums in setting up interactive exhibits

based on the technology. He also predicts that a home version will be feasible within two years.

"It's the most compelling interface of any videogame imaginable," said Friedman. "Compared to the minute motions you use when manipulating a joystick, it's completely different, because it uses your whole body."

GP



*Eat-a-Bug* superimposes the player's live video image onto a computer graphics background, so the player is actually part of the videogame.



Watch out for that spider! This boy — seen on Nickelodeon's *Total Panic* TV show — nearly got bitten.



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LEA

# PLAYERS

## WORLD



### FACE TO FACE...WITH BENJI GREGORY

Jason R. Rich

Imagine what it would be like to star with an alien on a weekly TV series. No, we're not talking about *Star Trek: The Next Generation*. We're talking about NBC-TV's *Alf*, an offbeat show about a shaggy alien who moves in with a typical suburban family.

For four years, Benji Gregory has been playing Brian Tanner in the hit comedy series. Now 11 years old, Benji says he's been struggling with aliens and other enemies on his Nintendo machine for nearly as long as he's been portraying Alf's friend. "I got my Nintendo system right after I started working on *Alf*," he recalls.

Since then, Benji has built up a collection of more than 40 games. His favorites are *Robo Warrior*, *Dragon Warrior*, and *Super Mario Bros. 2*. "*Robo Warrior* is hard and offers a real challenge," he said. "The graphics and music are pretty good. Look for hidden rooms and powerful items like the lamp. In *Super Mario Bros. 2*, I like Luigi the best. The hardest game I have played is probably *Dragon Warrior*, because it is very easy to get yourself killed."

The latest addition to Benji's game collection is *DuckTales*. "The game is exactly like the television show," he said. "All of the characters are the same. Scrooge McDuck wants to get rich, and the player has to help him. If you like watching the TV show, you'll enjoy playing the game."



Benji Gregory, who stars on NBC-TV's *Alf*.

Benji plays Brian Tanner, a member of a typical American family which has a live-in alien.

He already has a good idea about what his next favorite games will be. "I can't wait to get a copy of *Strider*. I've played it in the arcade and I think that the graphics are very good. I'm also looking forward to playing *Super Mario Bros. 3*."

To accompany his large game collection, Benji has the NES Advantage controller, which he says is a big help when playing action games. "The stick is bigger, and you can move your whole hand instead of just your thumb."

Benji's work schedule prevents him from spending too much time playing Nintendo, though. "I usually play Nintendo every day for about 90 minutes," he said. "My eight-year-old brother, Matt, plays about three hours per day."

Sometimes Benji gets a chance to play Nintendo games that have not yet been released in the U.S.,



thanks to a friend who has a Fami-com, the Japanese version of the Nintendo Entertainment System. "My friend's mother is a fashion designer and travels around the world. She brings him back games from Japan. I often play *Double Dragon* against my friend and my brother, but I don't always win. I have trouble beating the Abobos."

Although he's only 11, Benji is already a veteran TV actor. "I started acting when I was 13 months old," he said. "My grandmother became my agent, and I started getting theatrical parts. My first television commercial was for Oscar Meyer hot dogs."

GP





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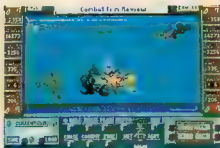
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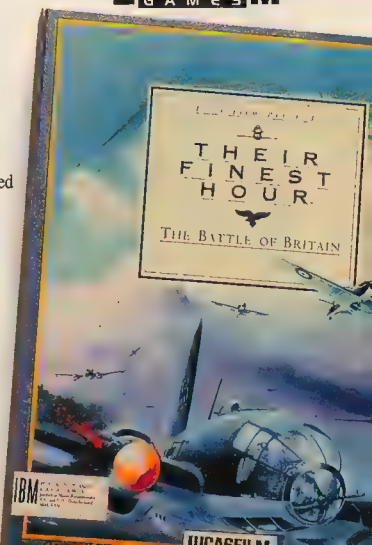


breathe easier tomorrow. Who knows—you might even change history. And if you don't like the odds, *Their Finest Hour* lets you change sides.

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GAMES

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One of the biggest hits in the world of Nintendo isn't a Nintendo game — it's the Game Boy.

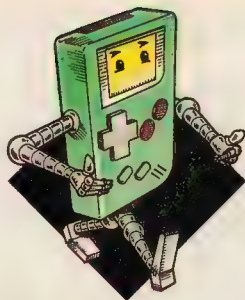
Last Christmas it was the number one item on plenty of wish lists, and stores are still having trouble keeping the unit and the games in stock.

The way things are looking, pretty soon you'll be able to play almost as many games on the Game Boy as you can on your regular Nintendo system. Many of the top names in Nintendo — Acclaim, Konami, Ultra, Activision, and others — are working on new Game Boy cards. More than 30 games were announced in January, and many more will appear as the year continues.

That's why we've decided to add a new column to *Game Player's* especially for all you Game Boy fans. Each month we'll bring you news about all the latest games and accessories, plus hints and tips.

## News From Nexoft

Portable game playing is what the Game Boy is all about. To protect your Game Boy while you're on the go, take a look at the Game Boy Carry-All from Nexoft. This rugged carrying case is designed to store a Game Boy, the two-player video link cable, a pair of ear-



## GAME BOY PLAYERS

### Game Boy Takes Off!

Matthew A. Firme

phones, and five game cards. The Carry-All is made of tough plastic and comes with a shoulder strap.

Nexoft is also releasing two new games for the Game Boy. *Penguin Wars*, a very popular arcade game in Japan, is a contest of speed and action. You have 60

- 1 The Nexoft Carry-All for game players on the go.
- 2 If you're knocked down by your opponent in *Penguin Wars*, you'll lose valuable seconds.

seconds to roll ten balls across a court, and the player with the fewest balls on his side of the table when time expires is the winner. But the player on the other side is rolling balls at you, and each player must try to roll them back as quickly as he can. If you get hit by a ball, you're knocked down for a few seconds — and that gives the other player a real advantage.

Nexoft's other game is a new version of one of the oldest games in the world. *Ishido: The Way of*



*Stones* is an Oriental strategy game played on a board of 96 squares. Each player draws stones at random, trying to place them on the board in order to outscore the opponent and block him from scoring on his turn. Variations of *Ishido* have been played for many centuries in lands all over the world. Now Game Boy players can enjoy this ancient game, too.

## Boomer's Adventure

Once peaceful and sunny, the kingdom of Asmik World — inhabited by people evolved from dinosaurs — is now dark, cold, and rainy. The gloom started one day when the evil Lord Zoozoon erected a





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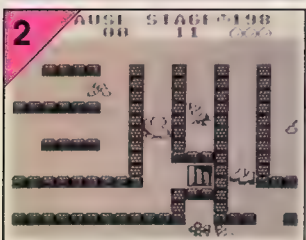
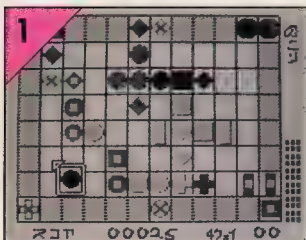
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# GAME BOY PLAYERS

great tower in the kingdom.

The wise seer of Asmik determined that it was Zoozoon who was controlling the climate. If Zoozoon was not stopped soon, the seer said, the people of Asmik



would be destroyed. Many brave Asmikers challenged Zoozoon and failed. Finally, only one young warrior remained — the final hope of Asmik World. His name was Boomer.

As the hero of Asmik's *Boomer's Adventure in Asmik World*, you progress through a series of mazes, each representing another level in Zoozoon's tower. To move to the next level, you have to find the key that unlocks the door to that maze. There's only one problem: The key is buried, and it could be anywhere.



Luckily, Boomer is quite a good digger. Of course, it would take an awful long time to dig up every bit of each maze, but fortunately you don't have to if you can find the right equipment. As you work through each level, you can find either a compass (which points you toward the key's hidden location) or a detector (which beeps as you near the right spot).

Needless to say, you have many other things to worry about in addition to finding the keys. Zoozoon has many henchmen, and not even Boomer can survive a toe-to-toe fight with them. But you can outsmart them by digging holes in their path, then sneaking up and covering the holes when they fall in. You can also hurl bones and boomerangs at the enemy, although some of the bad guys will only be stunned by such an attack.

*Boomer's Adventure in Asmik World* combines the strategy of a maze game with the action of an arcade game, and the result is a great addition to any Game Boy player's collection.

## Mindscape's Debut

Mindscape, well known for its computer games and the Nintendo version of *Paperboy*, is introducing

its first three Game Boy titles: *Gauntlet II*, *Miner 2049er*, and *Days of Thunder*.

*Gauntlet II* is based on the popular arcade game in which you can play such characters as a wizard, a valkyrie, or a barbarian on a quest for treasure and glory. The action-oriented game features numerous levels and mazes, and you can pick up various objects to assist you in your quest.

*Miner 2049er* is based on a hit computer game from the mid-1980s. You play a miner who digs his way to riches while avoiding numerous obstacles and hazards.

*Days of Thunder*, which will also be a regular Nintendo game, is based on the movie about stock car racing that's scheduled to hit the theaters this summer. The film stars Tom Cruise and has been described as "the *Top Gun* of auto racing movies."

Mindscape says all three Game Boy titles will be released later this year.

GP



# Stick it



# in your ear

For all the sounds you hear when you're playing a game, there are probably as many you don't. Our engineers tell us it isn't so much a reflection on your ears as it is on your computer. They also tell us it's easily corrected.

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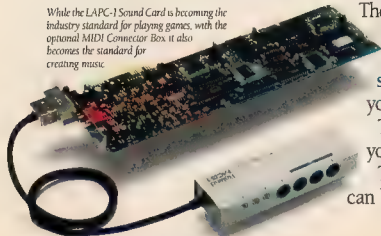
The new Roland LAPC-1 tone generator and intelligent MIDI interface provides IBM-PC and compatible users with a humongous selection of both instrumental and percussion timbres, as well as sound effects—all courtesy of the same legendary L/A Synthesis you'll find on our MT-32 Multi-Timbral Sound Module.

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System Requirements: IBM-PC/XT/AT or compatible, minimum 256k RAM

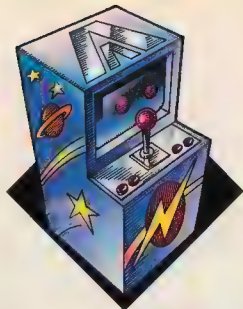
Fifty-seven years ago you were a warrant officer aboard the deep-space mining ship *USCSS Nostromo*. After responding to a distress signal from LV-426, the planet Acheron, your ship and crew were decimated by the unspeakable alien horror discovered there. You alone survived.

After emerging from nearly six decades of suspended animation, you think the nightmare is over. But you're wrong. Your name is Ripley, and you're leading a squad of Colonial Marines back to LV-426!

Konami's *Aliens* is an exciting game, faithfully adapted from the 1986 hit movie that starred Sigourney Weaver as Ripley (although Ripley is a short-haired blonde in this version). The film won an Academy Award for special effects, and the arcade game's graphics will grab you, too.

The game begins shortly after the point where the movie starts, with Ripley exploring the colony that was established on LV-426

1 As the gallant Colonial Marine lets Ripley take the lead, a vicious alien creature decides to squash the pesky humans before they can cause any more trouble.



## ARCADE ACTION

### Aliens

Scott Wolf

during her long sleep. After watching a few introductory screens that were digitized from the film, you are dropped outside the colony's living quarters. You're armed with a "smart gun," a two-handed

weapon. The animation accurately re-creates the handling techniques for this gun, whether you are walking, standing, or crouching.

In a two-player game (the second person can join at any time), the other player is a Colonial Marine who accompanies Ripley through the colony.

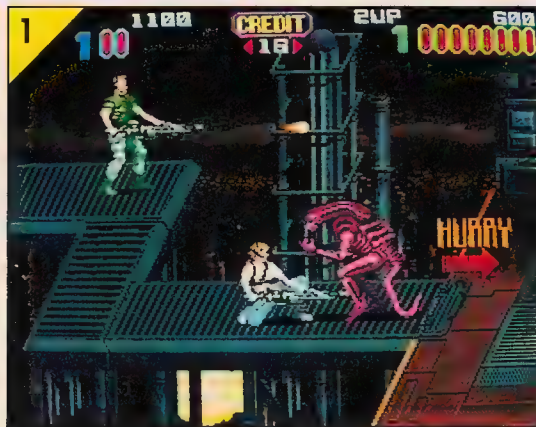
The first corridor is relatively quiet. The smart gun serves you well, reducing the first aliens you encounter to mush. What you really need, though, is a flamethrower, so keep your eyes peeled for the weapon symbols that sporadically appear. These symbols cycle through all of the available weapon options, so wait for the option you need. You might prefer superbombs, homing missiles, three-way shooting, or the M41-A 10mm pulse rifle. Whenever you lose a life, you start again with the smart gun.

At the end of this level, you'll turn to face downrange as a rampaging horde of green face-huggers attempts to overrun your position. If you manage to dispose of them, you'll come face-to-face with a huge, long-necked abomination that spews bright, blue energy balls.

When you've dispatched this dweeb, your armored personnel carrier arrives. Climb aboard and start picking off the evil creatures that charge your vehicle as it speeds down the hallway. But watch out for the monsters that latch onto the vehicle and try to crawl inside.

At the top of the screen is a meter which shows how close you are to the colony's lone survivor, a young girl named Newt. Unfortunately, just as you reach the terrified child, she's snatched away by a flying alien.

From here it's an uphill battle to reach the egg chamber, where the alien queen has stashed the





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But don't get too comfortable. As you disembark, there's an old friend waiting to greet you. That's



While several aliens crawl out from beneath the catwalk, a pair of purple people-eaters sneaks up behind Ripley.

her over to the airlock. When the huge door opens, grab her and throw her down the shaft. Then watch as she's blasted out into the vacuum of space. Mission complete! Not bad...for a human.

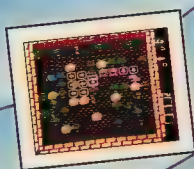
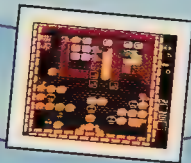
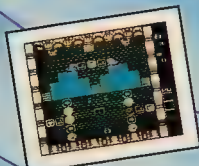


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Historical games are anything but new. Dozens were available in Apple II format when the IBM PC first appeared, and many eventually found their way into the MS-DOS world. Gamers with a historical bent could replay battles from World War II, the American Civil War, the Napoleonic Wars, and even hypothetical modern wars. In many ways, the computer became the history hobbyist's dream.

Surprisingly, it still is. Despite the fact that sales of sophisticated war games pale beside those of action games, role-playing games, and flight simulators, companies likeSSI, SSG, and Avalon Hill continue to churn them out. More often than not, however, newly introduced war games re-create historical periods that have already been well covered. World War II predominates, with the Civil War close behind. Very little else is available.

Koei and Broderbund are two companies willing to try something new. Broderbund's *Ancient Art of War* and *Ancient Art of War at Sea* both featured warfare in distant historical periods. Broderbund's latest offering, *Joan of Arc: Siege & the Sword*, brings you to 15th century France.

Just as unusual — and just as well regarded — are Koei's series of games set in the ancient and medieval Orient. *Nobunaga's Ambition*, *Romance of the Three Kingdoms*, and *Genghis Khan* are so popular that they've been ported to Nintendo. Now comes *Bandit Kings of Ancient China*, possibly the most playable game of the entire series.

Let's hope these games aren't just curiosities. To play one of these games means to learn something about history, and to learn it almost effortlessly. Given that world history has been filled with politi-

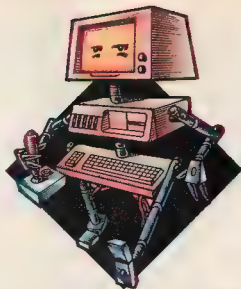
cal and military conflicts, there are plenty of opportunities for more games of this caliber.

## Bandit Kings

Like *Romance of the Three Kingdoms*, Koei's *Bandit Kings of Ancient China* is based on a historical novel, this one written in China in the 16th century. In that sense, the game is not pure history. But, as the manual explains, there's more than enough evidence to suggest that banditry and power politics played vital roles in 12th century China, so the game is historically acceptable. In any case, *Bandit Kings* is a lot of fun.

If you've played any of the other three Koei games, *Bandit Kings* won't surprise you. The main screen is a map of 12th century China, divided into 49 provinces. The idea is to raise the level of civilization in your home province, increase your treasury to the point where you can raise an army, and then colonize and conquer the provinces around you. Eventually you'll be popular enough to take on Imperial Minister Gao Qiu, the villain of the game.

There are four scenarios to



# PC PLAYERS

## History Comes Alive

Neil Randall

**1** *Bandit Kings*: This game excels in both screen design and historical detail.





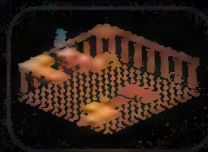
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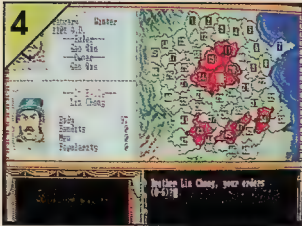
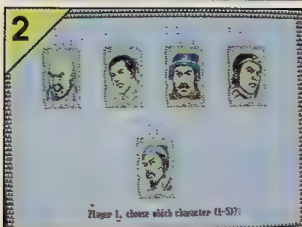
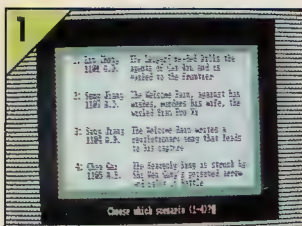


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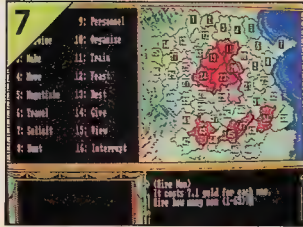
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# PC PLAYERS



choose from, and as many as seven people can play. Each player takes the role of a bandit (called a "Good Fellow"), and each begins with a prefecture (province) under his or



her control. Some of the Good Fellows begin the game in exile, so they must settle and establish their prefectures from scratch. In two of the scenarios, some of the Good Fellows begin the game by facing combat situations almost immediately. These scenarios are recommended only for players who have mastered the system.

Although you'll spend most of your time working with the main display, *Bandit Kings* (like all Koei games) also has a tactical combat system. This system lets you play

out the battles you've worked so hard to initiate — as well as those you'd rather have avoided. The battles take very little playing time. Basically, you place your Good Fellows in marked deployment hexes, then move, attack, defend, and set fire to buildings as you deem necessary. If you lose a battle, you lose that prefecture, too.

The main part of *Bandit Kings*, however, is about building up your prefecture's strength, worth, and security. Each turn, you can perform one major action or a few smaller ones (depending on the action). To gain the support of the

1 You can choose from four different scenarios. Each has its peculiarities, and each is difficult for its own reasons.

2 These are the five Good Fellows in the first scenario. You can play the role of any Good Fellow you want.

3 After choosing your character, you determine his characteristics. Lin Chong's are better than average, so we'll stick with these numbers.

4 At the start of the scenario, Lin Chong finds himself in exile. He must leave prefecture 23 and settle in another area.

5 Having fled to prefecture 30, Lin Chong tries to recruit a hero to his side. He will pick Men Kang the Outlaw, because outlaws are easier to recruit than scholars or artisans.

6 Now settled in prefecture 30, Lin Chong must build his support from zero, where it now stands, to more than 40. To do so, he gives food to the citizens.

7 Lin Chong uses his newly acquired tax revenues to hire men. As the box shows, he has enough money to hire 65 men at 7.1 gold pieces each.

8 Command 6 lets Lin Chong travel. Although there is neither a smithy nor a shipyard here, he can sell fur and food at the marketplace or recruit helpers downtown.



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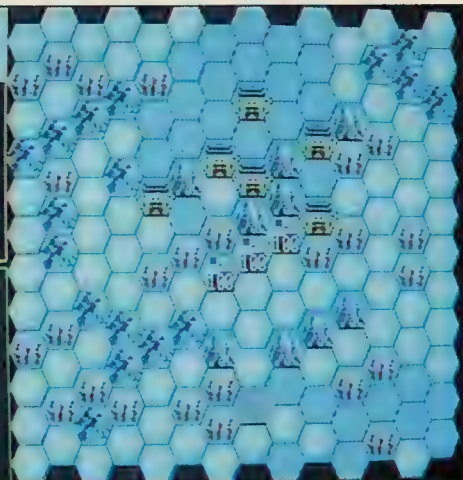
# PC PLAYERS

citizens, you must give them food. You can get food by hunting for it, buying it in the marketplace, and growing it on your land. To grow food, you must increase your prefecture's land value by issuing the Cultivate command on several different occasions. Other commands include Flood Control (essential even inland) and Construction (which helps you gain wealth).

If you have metal and the appropriate skills, you can make weapons to increase your army's efficiency. If not, you can buy weapons at the smithy. You can also recruit heroes (bandits, officers, and others), assign them some men, and send them to settle other prefectures, thereby expanding your empire. If their loyalty is high enough (it can be bought), you can swear brotherhood with them. If you send a sworn brother to establish a new prefecture, you can control it directly as you would your own. Allies who are not sworn brothers will run their prefectures as best they can.

There's much more, including the ability to forge alliances and build ships. But what's really impressive about *Bandit Kings* is that nothing is difficult to do (except winning, of course), and the game plays very, very quickly. After a couple of hours, you might begin to find the whole procedure a bit tedious (issuing commands is particularly repetitious), but after a short break you'll probably find yourself anxious to get back at it.

When you finally turn off the



computer, take the manual with you. Inside is a wealth of historical and legendary material about the time period, and — in great detail — information on the major characters. After reading this material and playing each scenario in *Bandit Kings*, you'll know more about 12th century China than you ever dreamed possible.

## Joan of Arc

The following paragraph appears in the *Joan of Arc: Siege & the Sword* manual. You'll notice immediately that it sounds like something out of a history textbook:

"In 1415, Henry V of England again took up arms against a France ruled by the often-insane Charles VI. Crowned by the tremendous victory at Agincourt, Henry's campaign captured virtually all of northern France and,

1 Lin Chong, in desperation, attacks deep into the heart of enemy territory. This attack has virtually no chance of success and should have been avoided. Be sure to use the View command to study prefectures before attacking them.

2 *Joan of Arc*: When the game begins, it certainly looks like a history book. You can open it by pressing the mouse button.

with the alliance of the Dukes of Burgundy and Brittany, induced Queen Isabella to sign, on her mad husband's behalf, the Treaty of Troyes, which recognized Henry V of England as heir to the French throne."

Whew! To a historian, this might be exciting stuff, but to many gamers, it's probably a bit less awe-inspiring. On the manual's next page, however, we see the difference between reading history and playing a game about it:

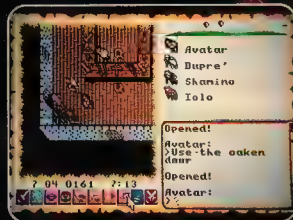
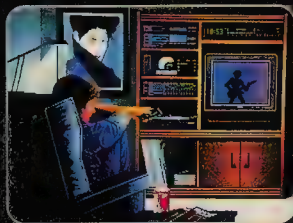
"You, as Charles VII, are in a rather tight spot. Your treasury has no money. You are not recognized as King by half of your countrymen. Your 'miracle army' of 4000 is bound by honor alone; you must move quickly to be crowned in the town of Reims and regain



# Ultima VI

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the respect of your people. Should that army be defeated even once in battle before you can be crowned, you'll have no chance of regaining your throne."

Suddenly the history is immediate. You are going to take the role of Charles VII (Charles VI's son) and try to change the situation. You'll have help: The near-miraculous Joan of Arc is on your side. And by the time this game is over, win or lose, you'll know a considerable amount about the war between France and England in the early 15th century.

Like Koei's *Bandit Kings*, Broderbund's *Joan of Arc* lets you take control of provinces, build up your defenses and your armies, and engage in both diplomacy and warfare. But where you spend much of *Bandit Kings* building, *Joan of Arc*'s focus is on diplomacy. One of your possible commands as Charles VII, in fact, is Diplomacy, with five sub-commands: Alliance, Armistice, Peace Treaty, Release, and Ransom. The first three let you end wars, while the last two let you gain or spend money by releasing English prisoners or paying the ransom for French ones. You can even pay the English to give you a crucial town.

Other royal commands include Espionage, Helping Hand, Royal Treasury, Royal Justice, and Raising the Royal Army. The Espionage command lets you send spies to gain information, while Helping Hand allows you to send a right-hand man to kidnap, poi-

# PC PLAYERS

**1** Once opened, the book tells the history leading to the time of the game.

**2** On the map of France, the arrow points toward Joan's (i.e., your) army. Your first move is to head north and prepare to lay siege to Orleans.

**3** This screen shows the options you have once you're crowned King of France. Early in the game, your only choice is 7, Starting a Campaign.

**4** A cavalier has challenged the guard. Like all of the arcade-style sequences in *Joan of Arc*, this one is difficult to play and even more difficult to win.

**5** The attractive tactical battle screen shows the relationships between cavalry, infantry, archers, and shot. Even though the soldiers are extremely small, it's effective and surprisingly accurate.

son, or assassinate an enemy. You can control money in the treasury, execute prisoners and leaders, arrest court members for high treason, and even administer grace using the Royal Justice command.

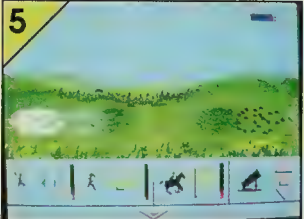
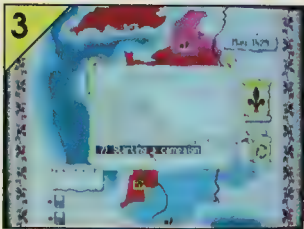
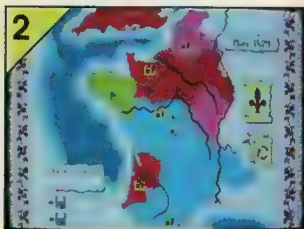
When you raise the royal army, you'll have to decide the right balance of infantry, cavalry, archers, and bombardrs. Once you have an army, you can move to another province and attempt to capture a town. You might find battle in the open fields, in which case you'll shift to a unique and attractive (if small) tactical battle display.

If you win, you'll be allowed to fight your way across a drawbridge and scale the city's walls. Com-

pared to the diplomatic and political aspects of the game, these action-oriented options seem almost trite. Although they're graphically attractive, they add little but frustration to the game.

Like *Bandit Kings*, *Joan of Arc* gives you a hands-on perspective of a little-known historical period. Both are enjoyable games, and both act as teachers. Is there a better combination?

**GP**





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# Shadowgate



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### NINTENDO® GAME of the MONTH

In feudal Japan, one image struck fear into people unlike anything else — that of a man clad in black from head to toe. The ninjas were highly skilled fighters who wielded small arsenals of secret weapons and devices. Often, they offered their deadly services to feuding warlords, who were constantly locked in a struggle for supremacy. The clock-and-dagger



ninjas adhered to a rigid code of honor modeled after Bushido, the way of the samurai warriors. "An eye for an eye" defined their way of life.

In *Ninja Gaiden*, the Hayabusa clan is one of the last remaining vestiges of the golden era of ninjitsu. Its elder, Hayabusa Ken, has just been killed in a duel. Ken's son, Ryu, after reading a letter left to him by his father, embarks on a journey to America to find out what really happened.

### NINJA GAIDEN



GAME PLAYER'S

55

OCTOBER 1989

**DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!**

**T**hanks to falling prices and the proliferation of VGA, MCGA, and VGA video boards, PC compatibles are now capable of displaying much better graphics than the limited four-color CGA screens of years past. Software publishers have been waiting a long time for these newer video boards to become popular, and they're now worth



### PC PLAYERS

#### THE TREND TOWARD BETTER GRAPHICS

Neil Randall

Over the last few years, the PC has become a lot different. Like Strategic Simulations, Inc. (SSI)—a California-based software publisher with which it is sometimes confused—

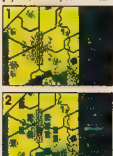
SSI concentrates on strategic war games, particularly the kind derived from board games such as *D-Day*, *Descent*, and *Hearts of Iron*. The board games consist of a battlefield map divided into a grid of hexagons. Armies are represented by small card-board markers which are moved around the map from hexagon to hexagon.

Since war games were among the first players of computer games, SSI decided to retain the format of hexagons and square markers when it adapted these board games to computers. Unfortunately, the games lost a lot of the translation, mainly because of poor graphics. Looking at a full-color, 2 1/2-foot map spread out on a table was appealing, something at a tiny part of that size in a low-resolution computer screen was not.

Furthermore, important details were lost. A lot can be going on within each hexagon of a war

game. One, two or even three markers might lie there, along with information about terrain, sight, and so forth. The four grand-mastered colors available with CGA graphics limited this information, as did the difficulty of

moving them. The Army of the United States (AUS) has been replaced by the Army of the United States (AUS) in the new version of the game. The Army of the United States (AUS) has been replaced by the Army of the United States (AUS) in the new version of the game.



ing hard to build more attractive graphics into their games. The two most recent companies to upgrade their graphics are Infocom in the division of Intelligent and Strategic Studies Group in Australia. Both whose products are distributed in the U.S. by Electronic Arts.

Consequently, both companies downgraded graphics. Infocom of course, is famous for its text-only "interactive fiction" games, such as the *Zork* series and *Wishbringer*. Infocom had maintained that graphics were unnecessary because our imaginations could conjure up images that computers couldn't possibly match. And yet, both are capable of creating pictures in our minds and Infocom promoted its text games as interactive novels.

SSI's approach to graphics



- Whether you're a Nintendo fan or a PC player, with the exciting **GAME PLAYER'S GUIDES**, you'll see the important game screens in full color, learn about the characters, the different levels, how the game plays. Then, when you're ready to buy your next game—you'll know what's hot and what's not!

**T**he holiday season is looming, and sure to be at the top of every traveling Nintendo player's wish list is the Game Boy portable game machine. Enthusiasts and gamers alike are responding enthusiastically to the hand-held system, praising the smoothness of its animation, the detail of its graphics, and the often startling quality of its stereo sound.



1



2



NEW TITLES  
FOR NES,  
GAME BOY

And what makes a better stocking stuffer than any of the new Game Boy cards released by Nintendo? *Super Mario Land*—covered in our last issue—seems to push the hand-held format to its limits. But at least four of the other new titles also fit the Game Boy as comfortably as a favorite pair of

Tennis, for example, works beautifully on the Game Boy, due in part to the scale and form of the real game. Our game testers found that by using various button-and-pad combinations, the animated players could do virtually anything a real tennis player does, from an artful lob to a blistering forehand smash. The animation

playing field, but it does encompass the necessary areas quite comfortably. And the small game card somehow packs in every option and sophisticated feature

found in the best full-sized Nintendo baseball simulators. In the single-player mode, it was almost too easy to beat the computer, but the two-player video link mode really shows off the game's full potential.

Slightly less impressive graphically, but still quite enjoyable, is *Atterway*. This is yet another variation of the classic *Breakout* game that was popular in arcades about a decade ago. Once again, you break through various formations of blocks by smacking a bouncing ball with a horizontally moving

peddie. However, Allway is more difficult to play than the original *Breakout*, largely because the bouncing ball is harder to see on the tiny LCD screen - especially

100

38

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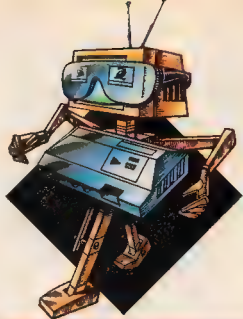
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**N**ot often can a company be certain that one of its new games will be a sure-fire hit. But with all the excitement surrounding Sega's announcement of *Michael Jackson's Moonwalker*, it seems a safe bet that the game will be a blockbuster when it appears later this year in arcade and Genesis versions.

Last issue, we broke the news about *Moonwalker* and printed some screen photos. More recently, we got our hands on an early copy of the Genesis version for preliminary testing.

Will *Moonwalker* live up to everyone's expectations? Although the version we tested was very incomplete, so far it looks like a great game!

Sega has resisted the temptation to crank out a run-of-the-mill videogame with a celebrity's name slapped on the box. Instead, the designers have successfully captured Michael Jackson's distinctive dance moves and gestures. The moonwalk, the heel spin, the flying kicks, the hand movements, even his wolflike scream—they're all here. It's almost like walking through a Michael Jackson video on MTV. From what we've seen, it's apparent that Michael's in-



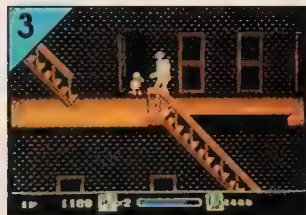
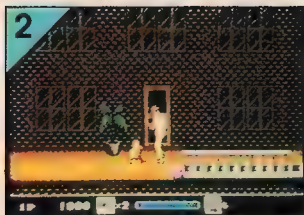
## SEGA PLAYERS

### SNEAK PREVIEW: MICHAEL JACKSON'S MOONWALKER

Tom R. Halfhill

volvement in the design of *Moonwalker* has gone much further than simply lending his famous name and face.

Take a look at these screens and judge for yourself. We think you'll be as anxious as we are to play the finished version!



**1** Michael Jackson first appears as a mysterious silhouette in a doorway to a pool hall. When he steps inside, a jukebox starts and the game begins.

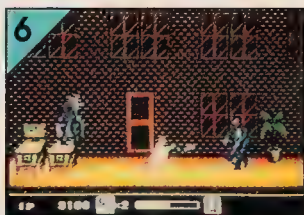
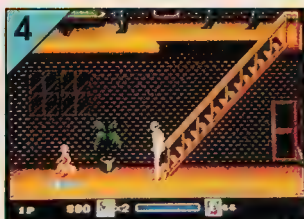
**2** Playing the role of Michael, your mission is to rescue missing children who have been kidnapped by the evil Mr. Big and his henchmen.

**3** Sometimes the sobbing children are hiding in closets. To be sure you don't leave anyone behind, check every door.

**4** After each rescue, the child speeds away on a ball of blue lightning.

**5** Mr. Big's henchmen usually attack in groups. Michael's kick is a good way to boot them off the screen.

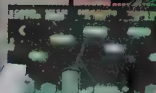
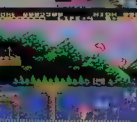
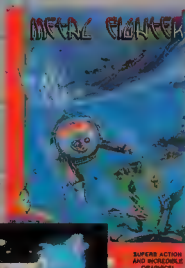
**6** Michael can also throw sparkling bolts of energy.





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# SEGA PLAYERS

1-3

Michael's hat trick is his most unique weapon. He can doff his hat and hurl it across the room to knock the bad guys off the screen. Afterward, the hat returns like a boomerang.

4

When Michael walks across this piano, the keys play a tune.

5-9

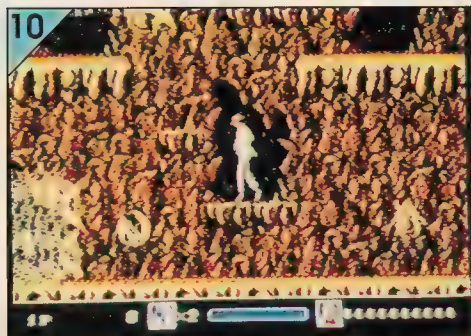
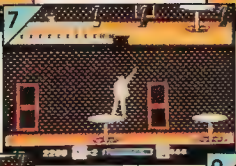
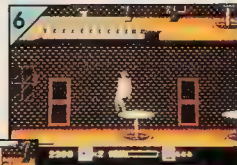
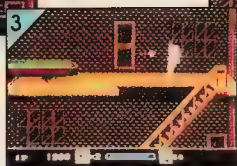
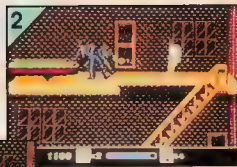
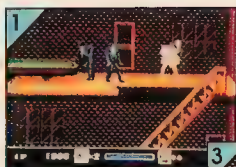
*Moonwalker* re-creates many of Michael Jackson's famous dance moves. You can jump in the air, spin on your heels, and imitate his gestures. It's almost like being inside an MTV video.

10

In a later stage of the game, Michael finds himself looking for lost children inside these caverns.

11

This stage takes place in a high-tech laboratory filled with computers. Could it be Mr. Big's headquarters?



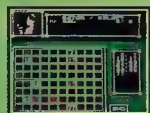


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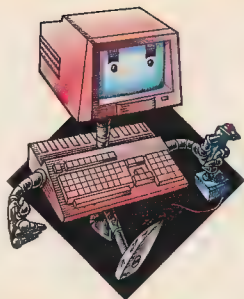
**H** it movies can spawn a flood of spin-off merchandise such as action figures, t-shirts, buttons, and videogames. When a movie becomes a really big hit — like last summer's *Indiana Jones and the Last Crusade* — it may even inspire two videogames. Thus we have Lucasfilm's *Indy: The Action Game* and *Indy: The Graphic Adventure*.

Of course, a famous name doesn't always guarantee a good game. Some truly wretched Amiga games have tried to hide behind big-name glamour. A few that come to mind are *Willow*, *Licence to Kill*, and the previous installment in the Indiana Jones series, *Indiana Jones and the Temple of Doom*.

Recently, however, it seems like game designers have been making a greater effort to live up to the famous titles they're bringing to the computer screen. Happily, the new Indiana Jones games seem to be part of this trend.

Of the two variations, I like the action game better. To be fair, I should make it clear that graphics adventures aren't my cup of tea to begin with. But although *Indy: The Graphic Adventure* seems well done, it looks and feels a bit too much like the IBM version for my taste.

*Indy: The Action Game*, on the



## AMIGA PLAYERS

### INDIANA JONES AND CLOWN -O- MANIA

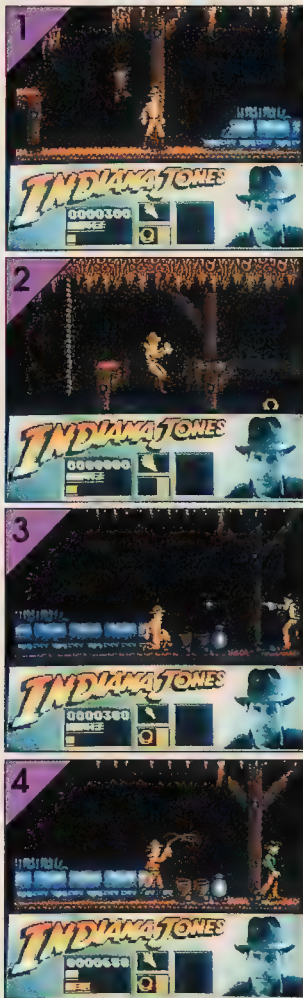
Sheldon Leemon

other hand, not only has good graphics and sound effects, but also features a style of game play that's more often seen in popular Nintendo games than in Amiga games. It presents a whole world to explore, one in which you can move in all directions, looking for treasures while avoiding traps.

The action in *Indy: The Action Game* isn't the fast-paced combat of arcade shoot-em-ups. Instead, the focus is on learning which moves to make and perfecting the timing of those moves. On the first level, for example, you must avoid a knife-throwing Indian, cross chasms by swinging on ropes, knock out assorted gunmen (either with your fists or with a whip that you find along the way), and

find enough torches to keep the screen lit up. You have plenty of time to think about each move, and each mistake isn't necessarily fatal — you have to lose a certain amount of energy before you lose a life.

Even though *Indy: The Action Game* gives you plenty of chances, it is still quite challenging. It took me about an hour just to get through the first stage of the first



**1** *Indy: The Action Game*: Watch out for that falling stalactite! You won't get far before realizing that the caverns are full of fatal hazards.

**2** As Indy makes his way toward a burning torch, a wooden foot-bridge gives way beneath him. This is no game for pansies.

**3** Sometimes trouble walks on two legs. When you get near this bad guy, he pulls out a revolver and starts shooting. Try ducking under his shots.

**4** Indy sends the gunfighter running with a crack of his famous whip. You can pick up more whips at various locations throughout the caverns.



# DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.

Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

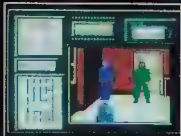
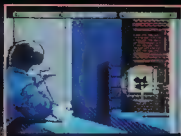
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**RESCUE**  
THE EMBASSY MISSION



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# AMIGA PLAYERS

level. Nevertheless, the game held my interest well enough to make me want to keep trying just one more time.

## Clowning Around

StarByte's *Clown-O-Mania* is a more conventional arcade-type game, but with a number of interesting twists. You play Beppo the Clown, who for some reason is obsessed with collecting a bunch of crystals scattered on platforms made up of colored squares. To complicate matters, the platforms are inhabited by monsters. Although the game play is reminiscent of *Pac-Man*, *Zoom!*, and *Q\*Bert*, the sound and graphics are quite original, and they show off the Amiga to great advantage.

The mazelike platforms are intricate affairs consisting of many levels connected by chutes, ladders, trampolines, and transporter beams. In addition to the monsters, each level also has many magic objects. If you catch one of the fast-moving razor blades, for instance, you can shoot it at the monsters like a missile. Another object allows you to jump from one platform to another. There are pyramids which can be moved around to block or destroy monsters. But there are also traps, such as deadly holes filled with acid.

One of the game's unique features is the patterned squares. If you move over such a square, the entire board flips upside-down until you run over another one. This is not only disorienting

enough to keep you wondering which way to move the joystick, but it is also an eye-catching visual effect. The entire screens scrolls and flips over very smoothly, lending the game a very polished appearance.

*Clown-O-Mania*'s first levels are simple enough for almost anyone to finish, which really helps to hook you on the game. The further you go, however, the harder the puzzles get. Fortunately, the game keeps track of each player by name and records the highest level reached. That way, you can choose to start over from the beginning or from the level where you left off. With 70 different levels, *Clown-O-Mania* should keep you entertained for quite awhile.

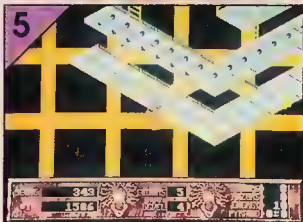
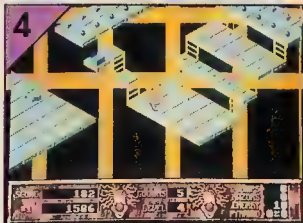
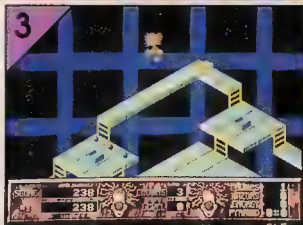
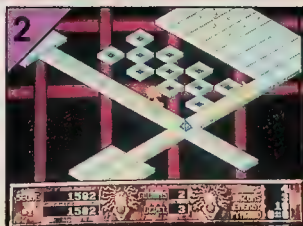
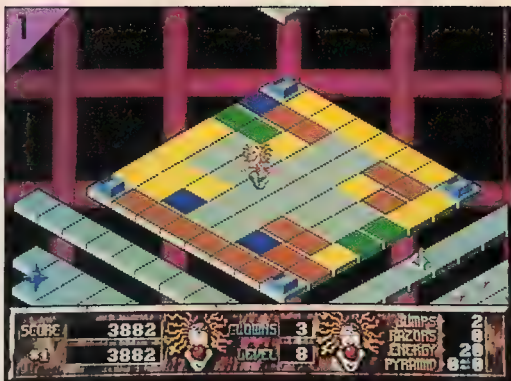
GP

*Clown-O-Mania*: Yep, that's you, a big-footed bozo in the center of the platform. The blue boxes at the corners of the grid are warp holes to other platforms.

Precise joystick control is required to clear this level. Notice the squares with the arrows — they're like one-way streets, cutting off your retreat.

One mistake and you'll find yourself spinning up, up, and away.

This level doesn't look too difficult, does it? But whoops! Suddenly everything's upside-down. It'll take some fancy joystick wrangling to get out of this mess.

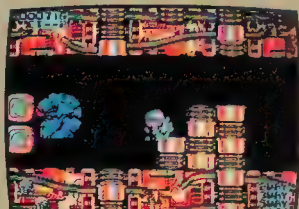
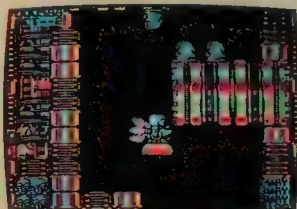
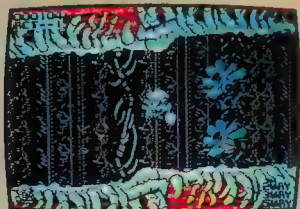
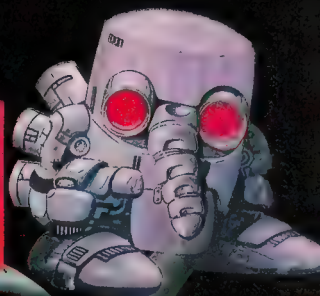




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# BATMAN

Article by Matthew A. Firme

**G**otham City is planning its bicentennial celebration. The dark, towering skyscrapers of Gotham's famous skyline are being sand-blasted clean, the streets hosed and washed, and banners hung everywhere proclaiming the city's anniversary. Local businesses, the media, and the city government are working together to paint a festive facade over the gothic, gloomy metropolis.

But in his hideout at the old Axis Chemical plant, the infamous Joker is at work on his own twisted plans. He has concocted a terrible nerve gas that distorts its victims' faces, freezing their features in a parody of the Joker's own hideous

grin. Death follows quickly. And now, while the eyes of the nation are focused on Gotham City and its celebration, the Joker moves to unleash his nerve gas on the innocent people of the city.

Adapted from last summer's runaway hit film, *Batman* has come to Nintendo. As the Caped Crusader, you must stop the Joker before he can carry out his terrible plot. You pursue him throughout the city, battling the deadly traps and henchmen he sends to stop you. Armed with your special bat-weapons and your own physical prowess, you must find the Joker and finish him off — once and for all.



**NINTENDO  
NEWS**

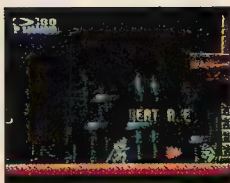
Version shown: Nintendo, Sunsoft, 925 A.E.C. Drive, Wood Dale, IL 60191. Also available for Amiga, Commodore 64, and Atari ST computers from Data East, 1850 Little Orchard Street, San Jose, CA 95125.

BATMAN AND ALL RELATED CHARACTERS, SLOGANS AND LOGOS: TM & © 1989 DC COMICS INC. BATMAN: THE VIDEO GAME LICENSED TO SUNSOFT FOR THE NINTENDO® ENTERTAINMENT SYSTEM.





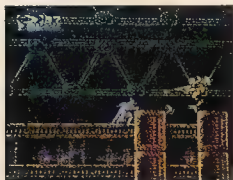
The Batmobile races through the streets of Gotham City, its jet engines glowing in the night. If the Joker's heinous scheme isn't stopped, hundreds of thousands will die.



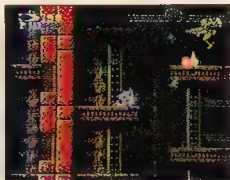
Batman moves through the night on his way to the Joker's hideout. Watch out for the Joker's goons, like this one wielding a flamethrower.



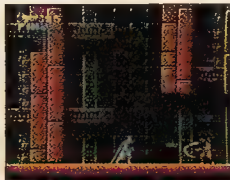
You'll need all your agility and strength to climb the many shafts and towers of Gotham City.



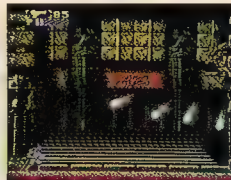
At first, your only weapons are your fists. But as you defeat bad guys, you'll find bullet-items that give you additional weapons. Here, the Dark Knight uses his Batarang.



Many foes will shoot as you approach. Timing is vital in this game: You must know when to duck and when to attack.



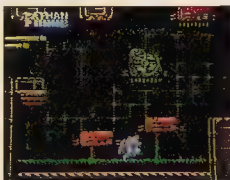
The Joker's army includes many masters of ninjitsu. Stay clear of their swords and shuriken.



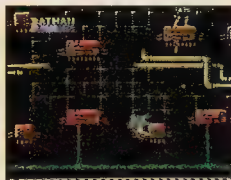
This terror, the boss of the first stage, flies out of the darkness and attacks with volleys of fireballs. When he swoops down for the kill, you'll have a chance to fight back.



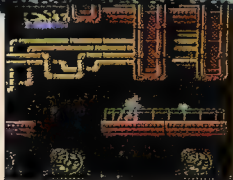
You've learned that the Joker can be found at the old Axis Chemical factory. Roaring toward the hideout at top speed, you shoot the factory wall with the Batmobile's machine guns and smash through.



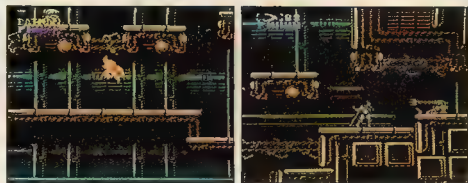
Toxic waste covers the floor of the factory. Don't fall from the safe footing above, or you'll lose strength.



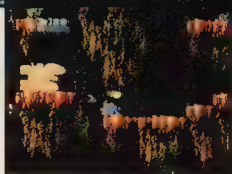
Clinging to the side of a platform, Batman prepares to jump to safety. Be careful not to jump into the enemy's line of fire.



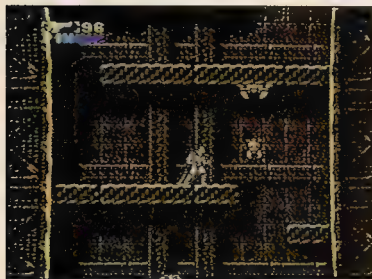
The blue heart will increase your potential strength, giving you a fighting chance against the dangers to come.



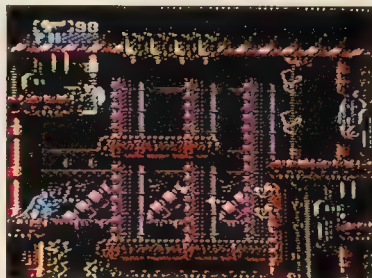
Careless workmen have left exposed wires everywhere, and electricity sparks and crackles at every turn. Despite his high-tech body armor, Batman gets zapped.



Use different levels to your advantage, crouching below the enemy's bullets and then standing to shoot back.



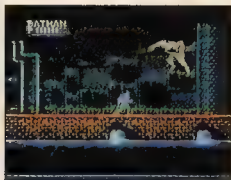
Devices throughout the factory release flying drones that hunt Batman down. Stand right next to them as they fall, then punch. This is a good way to stock up on both weapons and strength.



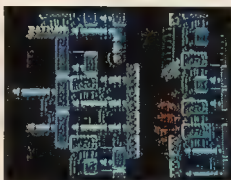
This machine, the boss of the second stage, is made of three separate weapons. You must destroy all three to defeat it.



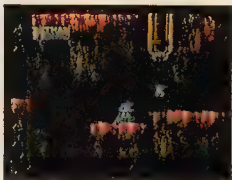
The Joker appears briefly, reciting a cryptic and somehow familiar verse.



In the sewers beneath Gotham City, Batman is attacked by a large leaping mutant.

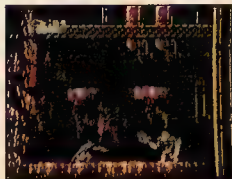


Many stages in the game require precise jumping. Learn to spot the easiest places to climb.

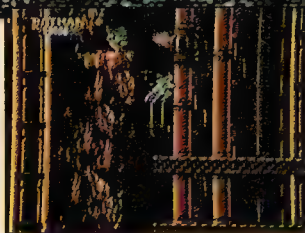


Robotic guards are positioned throughout the cavern. You'll need plenty of weapons to get past them.





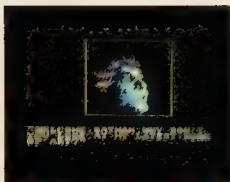
Uh-oh. It's happening again.



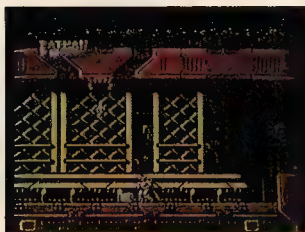
To extinguish this flame-thrower, turn quickly at the top of your jump and shoot with Batarangs and dirks.



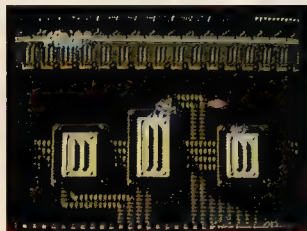
This cybernoid, the third boss, is incredibly powerful. He will try to destroy you with his electric arm. Stay below his swing and fire away.



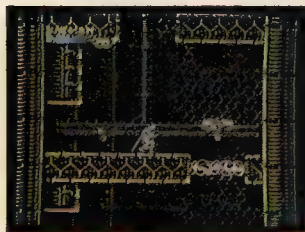
The Joker's "artwork" — the twisted grins of his victims — leaves you shaking with rage and more determined than ever to stop him.



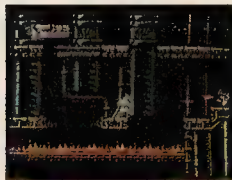
Collect as many weapons and as much strength as you can before going any farther.



Tricky jumping is the key to getting through this level. Try falling a bit before jumping.



It's best just to leap and keep falling here. Don't waste time and strength trying to battle the Joker's many lackeys.



This situation requires long-range weapons. You won't be able to jump to the next platform until you've defeated the enemy there.



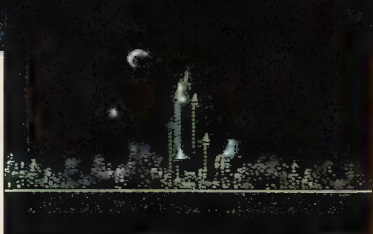
As you try to climb these stairs, you'll be fired on from above. Take one step at a time, stopping to fire and duck.



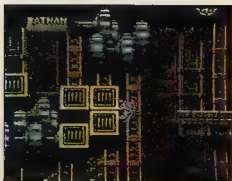
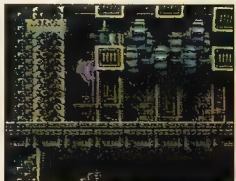
To defeat these two boss boxes, first climb up here and kneel. Each time the box comes around, punch it.



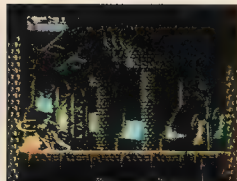
Once the first box is destroyed, move to the lower left corner and use Batarangs to defeat the second.



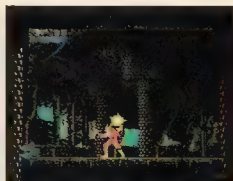
Onward to the final confrontation. You soar through the night in your Batwing, toward the Gotham Cathedral.



Once again, Batman needs his agility and acrobatic prowess. You must jump up to the cathedral's bell tower, being careful of the huge clockwork gears.



This evil boss — the last and most powerful of the Joker's guards — is waiting at the top of the tower.



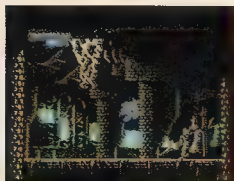
Just before the boss throws his fireball, he pauses. This is the moment to attack.



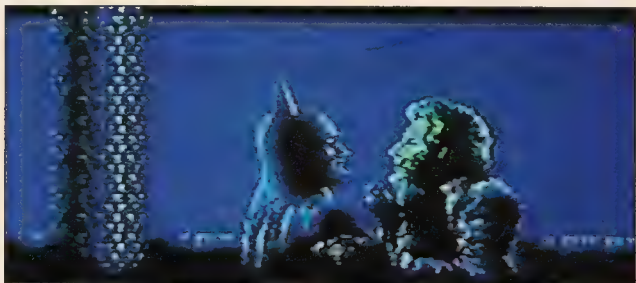
Always quick with a phrase, the Joker appears. He seems confident — and you're about to find out why.



Use the wall to avoid the devastating power of the Joker's giant pistol. Remember your jumping skills.



The Joker can summon lightning, a powerful attack. Watch for a pattern and figure out when he's most vulnerable.



Batman remembers Joker as the thug who gunned down Mr. and Mrs. Wayne, leaving young Bruce an orphan. Is this the last of the Crown Prince of Crime?





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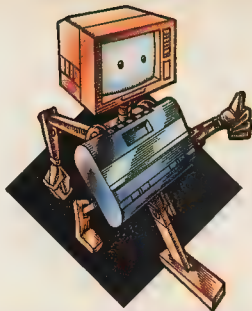
What's the best game available for the Atari Lynx? A good argument can be made for *Electrocop*. It's an engrossing combination of action and strategy that's spiced with a subtle sense of humor.

The plot is straightforward. You're the Electrocop, a robotic policeman who's on a lonely mission to rescue the President's kidnapped daughter. She's being held prisoner by the Criminal Brain, an evil robot who stole vital government secrets. The Criminal Brain is holed up inside the Megacorp building, a high-security fortress protected by vicious guard robots, electrified floor panels, wall-mounted cannons, force-field doors, and many other hazards.

So far, *Electrocop* sounds like a cross between the Nintendo version of *Robocop* and the standard rescue-the-princess fare. But several things set *Electrocop* apart from dozens of similar games.

The first thing you notice is the unusual three-dimensional graphics. It's not a "flat" game with horizontal or vertical scrolling. As you move through the building's rooms, corridors, and doorways, the highly detailed backgrounds realistically scroll left, right, forward, and backward. When the Electrocop is facing directly toward you — looking "outward" from the screen — walls and other solid objects in front of him appear as ghostly outlines, as if you were observing with x-ray eyes.

The next thing you discover is



# ATARI SAFARI

## Electrocop

Tom R. Halfhill

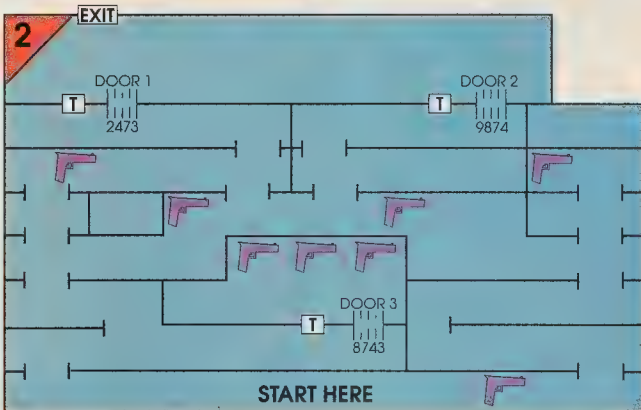
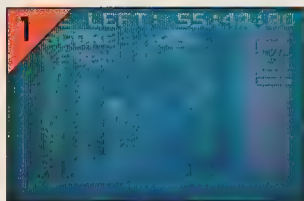
that *Electrocop* requires fast thinking as well as fast shooting. Veteran gamers won't have too much trouble handling the guard robots and booby traps. But unless you draw a map or have an uncommonly good memory, you'll waste lots of time wandering through the rooms. And you're working against a fixed time limit, too.

Then there's the game's sense of humor. For instance, each level has computer terminals on which you can run programs to unlock doors and paralyze guard robots. But the computers also contain classic Atari videogames, including "Meteors" (*Asteroids*) and "Out Break" (*Breakout*). You can actually play these games, although they won't help you with your mission. (In fact, they hamper your mission by wasting valuable time.) If you beat one of these videogames-within-a-videogame, the computer says, "You win, big deal."

And let's not forget the game's musical soundtrack, which randomly shifts gears from fast-tempo synth-rock to Bach fugues.

*Electrocop* is proof positive that a hand-held game system can deliver king-sized entertainment.

GP



1 The simulated 3-D graphics in *Electrocop* are unusually realistic.

Here's a map we made of level 1. It reveals the locations of weapons, computer terminals ("T"), and the exit to level 2. The four-digit numbers are the combinations to locked doors.

2



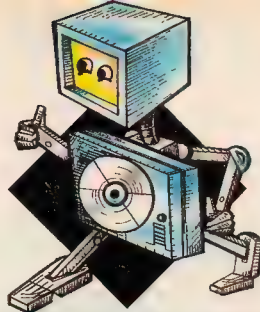
NEC's new TurboGrafx-16 joystick, the TurboStick, is a welcome addition to the TurboGrafx line of accessories. It operates smoothly, mimics the standard TurboPad controller fairly closely (thus making it easier to get used to), and — despite its large size — is comfortable to hold. Its extra-long seven-foot cable means you can finally sit at a reasonable distance from big TV screens. It plugs into the controller port on the base unit or can be used as one of five controllers with the TurboTap accessories.

Like the TurboPad, the TurboStick demands a bit of reorientation. Many of us learned to play videogames by holding the joystick base in our left hand, moving the stick itself with our right hand, and pushing the buttons (only one button on most joysticks) with our left thumb or index finger. But the TurboStick, like the TurboPad, is designed to make you manipulate the directional control (in this case the stick) with your *left* hand and pressing the buttons with your *right* hand.

As the picture shows, the stick is positioned on the left side of the



base, and buttons I and II are aligned diagonally on the lower right. The buttons are meant to be pressed by your right thumb if you're holding the base in your hand, or pressed with your right index and middle fingers if you're resting the base on the floor. The base isn't designed to be reversible, so for practical purposes you



## TURBO PLAYERS

### Outstanding TurboStick And Sports Games

Neil Randall

can't change its orientation by rotating it 180 degrees.

This arrangement might seem to be a problem at first, especially for those accustomed to standard joysticks. But in fact it takes very little time to adjust, and there's something ergonomically sound about steering with your left hand and firing with your right. It's like driving a car while adjusting the

radio or turning on the heater — or, in videogame terms, steering the jeep while firing a submachine gun. It seems to work well.

The TurboStick isn't simply a joystick alternative to a directional pad. It also has two features not available on the standard TurboPad. The first is a pair of Turbo buttons, one for each fire button. The Turbo buttons are different from the slide controls on the TurboPad. Rather than controlling



how fast the fire buttons repeat, they *lock* the fire buttons into a constant-fire mode. In other words, as long as the Turbo button is depressed, you don't have to hit the corresponding fire button at all — it repeatedly fires all by itself. This is mainly useful for games like *Blazingazers* in which you have an unlimited number of enemies to shoot and an unlimited supply of ammunition to shoot them with.

The second new feature is a slow-motion button next to the Select and Run buttons. In some games, the Slow control works so well that the game advances almost one frame at a time. By using

1 NEC's TurboStick offers some advantages over the standard TurboPad controller.

2 *World Class Baseball*: On the team selection screen, both players can choose which team they want to play. Notice that the computer player is literally faceless.

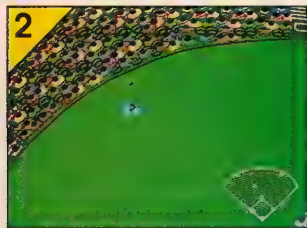
3 The scoreboard offers a wide range of information about the game in progress. Another screen compiles game stats.





the Slow button during *Blazing Lasers*, for example, you can work your way through extremely difficult areas of the game. In other games, this button might let you see how the computer is making its moves.

By the way, the slide controls found next to the fire buttons on the TurboPad have been moved to the top of the TurboStick's base. They work just like the standard sliders, allowing you to adjust the rate of fire.



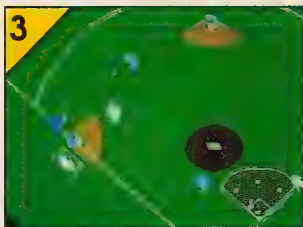
Partly because of its longer cable, but mostly because of its smooth action, I've been using the TurboStick for all my TurboGrafx games.

## World Class Baseball

A few issues ago, I said that although *Power Golf* lacked a few features, it demonstrated that the TurboGrafx could become a major force in sports games. *World Class Baseball* reinforces that opinion. It is both the first truly superb game released for the TurboGrafx and one of the best baseball games available for any videogame system or personal computer.

If you want a statistics-based

# TURBO PLAYERS



game that simulates real players, *World Class Baseball* isn't for you. The teams and the players are fictional, and there's only one ballpark. But if you want a baseball game with a host of features — a game that's extremely playable and has a realistic feel — give *World Class Baseball* a serious look.

You can play three different ways. Open Mode allows you to choose a team and play against the computer. Pennant Mode lets you choose a team and play against several computer-controlled teams in a playoff series (the teams here



are very strong). And finally, VS Mode lets you play against another person if you have a TurboTap and an extra controller.

VS Mode really shows off the game's excellence. Yes, Open Mode provides excellent practice and Pennant Mode offers an extreme



challenge, but *World Class Baseball* shines when two people play each other. The game is complex enough to be interesting, yet easy enough to be quickly learned by anyone who knows anything about baseball.

You can change the batting order and substitute batters and pitchers during a game. At the plate, you can use the direction key to alter the power of your swing. You can individually control each base runner, and you can make them run forward to the next base or back to the previous one. After fielding a ball, you can throw to any base, and you can even throw the ball into the dugout. You can adjust the speed, direction, and curve of your pitches, and you can make your fielders dive for difficult balls. In other words, it lets you do a lot.

*World Class Baseball* has two flaws, however. First, reversing a base runner's direction is too difficult. Second, striking out a com-

**1** This pitcher-batter view dominates the game. The view shifts when the ball is hit.

**2** The left fielder runs toward the outfield wall. Once he grabs the ball, he can throw to any base.

**3** The shortstop runs to cut off a ground ball into the hole.

**4** Pressing button II brings up the overhead field view, which you use to pick runners off base.

**5** The batter crouches into a bunting stance.



# TURBO PLAYERS



puter-controlled right-handed batter is possible more than 90 percent of the time once you figure out how. Other than that, *World Class Baseball* is very close to perfect.

## World Court Tennis

Like *World Class Baseball*, *World Court Tennis* makes extremely good use of the TurboTap accessory with additional controllers. You can play either singles or doubles against either the computer or another player. This means if you have two people sitting down to play, you can either



compete against each other or team up against a computer pair. Get four people together, and you can pair off for a real game of doubles. As you might expect, the last option is enormous fun.

As in *World Class Baseball*, the

1 On the change pitcher screen, you can send in a reliever to replace a tiring pitcher.

2 *World Court Tennis*: The game's many options are displayed on the Select Play Mode screen.

In the quest game, you must travel the countryside seeking the evil Tennis King.

3 The opening stats screen. By the end of the game, all the zeros will change to numbers.

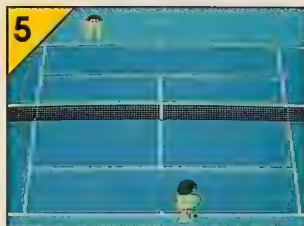
4 The beginning of the singles match, with a male player facing a female player.

5 The opening of the doubles match, with humans controlling all four players.



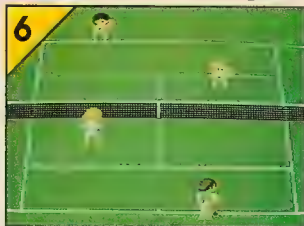
options make this game. You can aim your serves and choose between soft or hard serves. Your strokes can also be hard or soft, and they can be aimed to any part of the court. By using the directional key (or joystick) and buttons in various combinations, you can hit top spins, flat shots, or slices, and you can lob, smash, and volley as you see fit.

*World Court Tennis* plays fast. The ball moves quickly, and you must time your shots well if you



hope for any response at all. Fortunately there are 18 different computer opponents to play against, and they range in ability from fairly normal to super-Lendl. In addition, you can choose from hard surface, grass, or clay courts, again affecting the speed of the game.

As if this weren't enough, there's even a quest game within *World Court Tennis*. You search the streets, shrines, and buildings looking for the evil Tennis King, who



has made tennis, well, evil. Along the way you'll be challenged to matches by his lackeys. If you win, you earn money, which you can use to buy better rackets, shoes, and other equipment. When you finally meet and defeat the Tennis King himself, you can save the tennis world.

*World Court Tennis* is another strong addition to the TurboGrafx sports collection. Its strengths come from a solid assortment of options and its support of multiple players. Try doubles with three other players, and you'll be hooked. Give each player a TurboStick, and you'll like it even better.

GP

# IRONSWORD

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# IRONSWORD

## WIZARDS & WARRIORS II

Phill Powell and Chris Slate

**Y**ou've picked up this gauntlet before. In the original *Wizards and Warriors*, as the brave knight Kuros, you challenged and defeated the evil wizard Malkil. Now, in *IronSword: Wizards & Warriors II*, you must face Malkil again.

The dangerous wizard has grown no less evil since you last fought. If anything, he's even more threatening, because he has now enlisted the Earth's elemental forces in his service. So, in addition to the many other enemies and obstacles you must overcome, you'll also have to tame the powers of nature before your final battle with the wicked sorcerer.

Of course, you're not exactly helpless as you journey through the enchanted land of Sindarin. Aside from your prowess with a sword, a bounty of magic spells is available to help you. All you have to do is find them. And if you succeed in taming the renegade forces of nature, your reward will be the mightiest weapon of all — IronSword!

GP

Acclaim Entertainment  
189 South Street  
Oyster Bay, NY 11771.

NINTENDO GAME  
of the  
**MONTH**

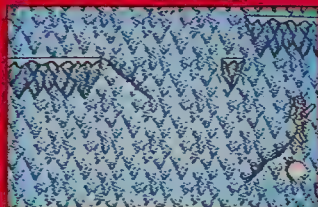




Consult the map for your next destination and the locations of the elementals.

# IRONSWORD

## WIZARDS & WARRIORS II



Careful jumping brings you to this far right ledge, where you'll discover the valuable golden egg.



Each of the Animal Kings tells you what gift to bring them.



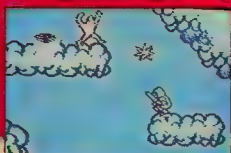
Once you've presented the Animal Kings with their presents, they become very helpful.



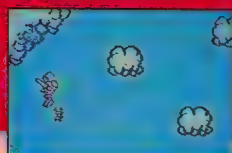
This Animal King, an eagle, lifts you to higher elevations and the home of the first elemental.



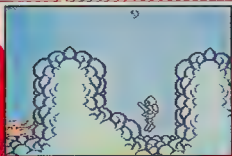
Plan your jumps carefully—it's a long way down.



What should you do when you're being attacked by a tornado, a cloud man, and a hailstorm? Crouch and prepare to fight!



You'll find an extra life if you look over here.



Some powerful leaping will take you to this treasure chest.



Move to this spot and wait. Before you know it, you'll be inside another secret room.



Don't waste time trying to destroy an elemental until you've found the special magic spell designed to help you.



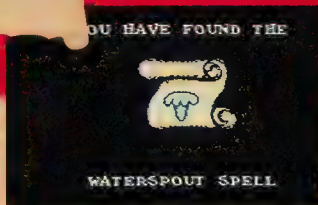
The Wind Elemental will shoot lethal gusts from its eyes. Move in as close as you can, then start jumping and firing.



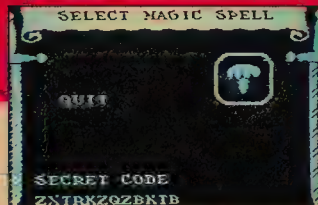
Each time you're victorious against an elemental, you'll receive a piece of the powerful IronSword.



This forest is loaded with treasure and food.

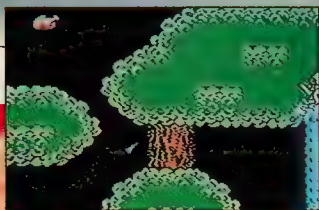


Some magic spells don't help you eliminate enemies but are useful in other ways.



When you call up the Waterspout Spell, be ready for a wild ride like nothing you've had before.

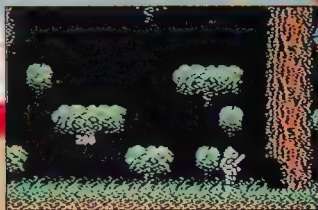




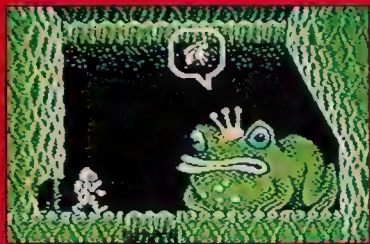
The waterspout works like an elevator, carrying you into the treetops.



Put down that bug spray! You need this fly. In fact, you won't go much farther without it.



You wouldn't think there would be much room inside this tree, but this secret entrance might surprise you.

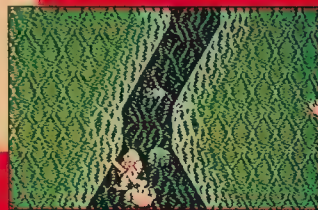


The giant frog wants the golden fly — and no other insect will do.

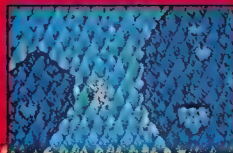
After he's received his bribe, the frog acts more like a pussycat.



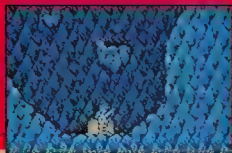
Bonus treasure awaits you as you go down the passageway.



## IRONSWORD WIZARDS & WARRIORS II



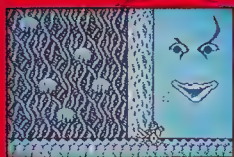
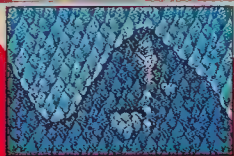
You can walk through here without harm.



The dividing wall hides an invisible opening. When you find this treasure, you'll discover why.

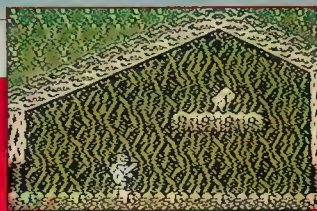


Armed with the Blightwater Spell, you can now begin searching for the Water Elemental.

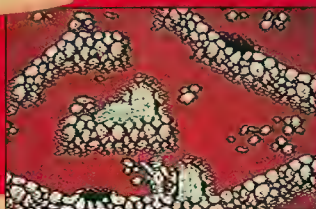


Collecting these small capsules of magic helps you in the next battle.

Aim your magic at the Water Elemental's mouth and shoot when you're at the top of your jump.



Your victory is rewarded with a section of IronSword's blade.



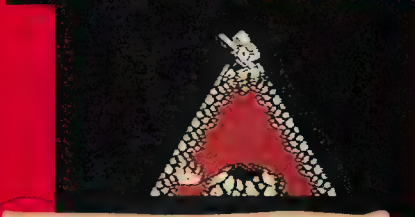
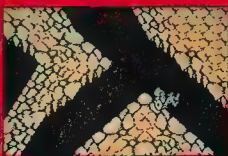
Your quest continues, now on the side of a volcano. Watch out for the fireballs that blast toward you without warning.

Your first goal at the volcano should be to find the Fleet Foot Spell.

The Fleet Foot Spell gives you greater speed and lets you continue down the right side of this slope.

At the bottom of your slide, you'll uncover this golden crown.

Every dragon needs a golden crown — particularly if he's an Animal King. Luckily, you happen to have one.

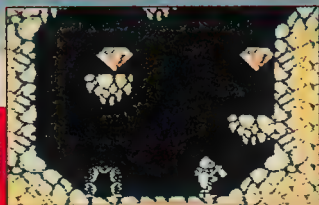


Take the dragon's advice and head for the top of the volcano. You must enter the mountain at its peak.

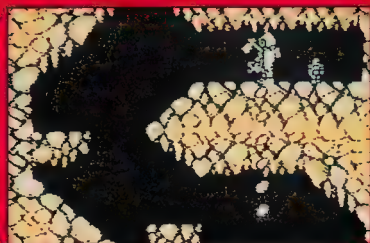




Once you're inside the volcano, the action gets even hotter. The monsters who live here — like this one sneaking up behind you — are much more powerful.



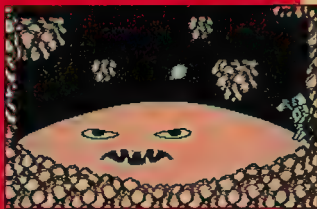
You've struck it rich in this secret room — it's filled with priceless jewels.



Two bonuses await you here: a free life and extra magic.

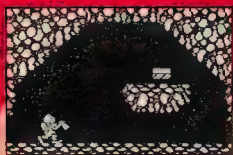


You'll be able to make things hot and sticky for your next opponent with the Firesmite Spell.

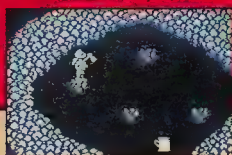


The Fire Elemental's mouth moves around. Wait until his mouth is in the center of his head, then jump and feed him some Firesmite magic.

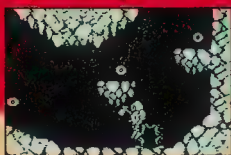
## IRONSWORD WIZARDS & WARRIORS II



This is the second section of the IronSword blade. Only one more piece remains.



It's easy to get lost in the cavern, but you can make the golden tankard appear by standing here.



The caverns contain many hidden treasure rooms.



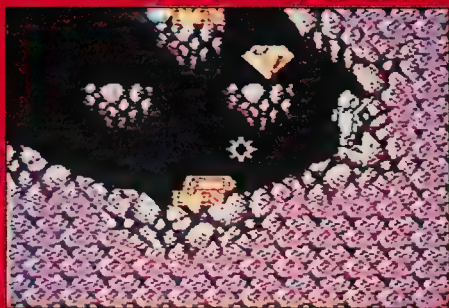
In some treasure rooms, the coins will multiply when touched.

Make sure you've got the golden tankard before venturing into the cavern's depths.

Dodge the spidery guards and present this Animal King with your gift of admission.



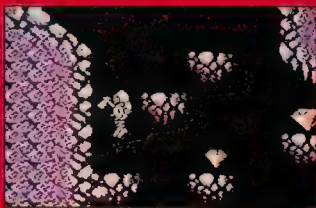
The Animal King is thankful and shows his appreciation by allowing you to enter the next realm.



This secret room holds more of Malkil's stolen treasure than any other chamber. Feel free to help yourself to everything you can carry.



Explore this area thoroughly. You need all the magic you can find.



This is your last chance to collect magic and extra lives before facing the Earth Elemental.

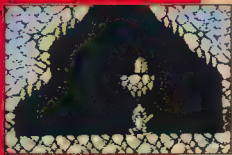




Make sure you have the Earthscorch Spell, too.



This elemental has a big mouth. Fill it with your Earthscorch magic.



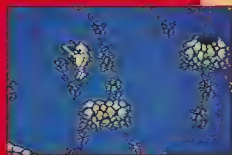
Congratulations! You've assembled the complete Iron-Sword. Now the real battle begins.



If you discovered this spell earlier but hadn't found a use for it, trade it at the shop for a feast fit for a king.



The shops also offer this gambling game. Play if you dare. The risks — and the rewards — are yours.




Malkil's icy mountains are treacherous, but easy to figure out. Watch out for some very difficult enemies.



The evil wizard sends menacing spirits to haunt you. Fight them one at a time. Consider it good practice for your final showdown with Mal-kil.

*the end.*

# GOLDEN AXE



The golden axe was the symbol of power in the land of Yuria — the sign of just and rightful rule. For centuries, the kings of Yuria had possessed the axe, and the people had enjoyed peace and prosperity under the wise leadership of their rulers.

But there was always an evil segment of the population that was not content with prosperity alone. They lusted for power and for the ruthless oppression of anyone who stood in their way. They waited, quietly scheming, until one day they found a leader powerful enough to lead them and murderous enough to overcome all resistance. His name was Death Adder.

When Death Adder and his evil legions moved to take the throne, thousands of innocent people were slaughtered. The evil hordes swept across Yuria, surging through village after village, until they reached the palace. After taking the king and the princess hostage, Death Adder seized the golden axe — and with it, the throne of Yuria.

So begins *Golden Axe*, *Game Player's* first Sega Genesis Game of the Month. Already a very popular arcade and Master System game, this action-packed pummel-o-rama should be a huge hit with Genesis players. This latest version of *Golden Axe* features truly impressive graphics and sound, and even offers two new levels not seen in the arcade version. (See our review in *Game Player's*, Vol. 1, No. 6.)

As in the arcade game, you can choose from three different characters: Axe Battler, the barbarian; Tyris Flare, the powerful Amazon; or Gilius Thunderhead, a dwarf Viking who's faster and stronger than men three times his size. And the Genesis version preserves another important feature of the arcade game: a two-player cooperative mode.

Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080.

SEGA GENESIS GAME

OF THE MONTH

Matthew A. Firme

GAME PLAYER'S

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Wielding his double-bladed, deadly sharp axe, Gilius Thunderhead's amazing speed and strength make short work of the enemies he meets.



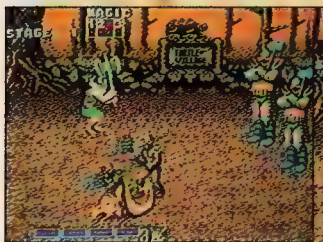
By tapping your directional controller twice in the direction of the enemy, you'll begin running toward him. Press the attack button to make a flying body-check.



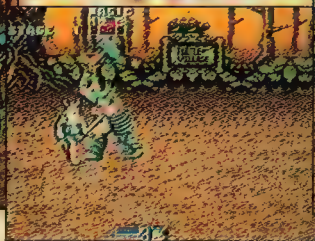
Throughout the game you'll see tiny, blue-garbed thieves. Give them a tap and they'll drop vials of magic, allowing you to unleash some devastating attacks on your adversaries.



Sometimes your foes will be riding *bizarrians*, strange beasts whose powers of attack can be very helpful. If you knock an enemy off his animal, you can ride the beast yourself.



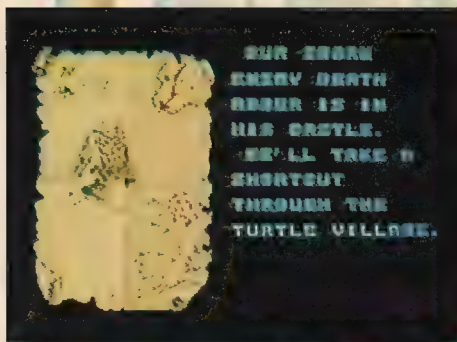
You'll be confronted by a number of enemies at the end of the first stage. But the two big guys won't attack until the others have been defeated — unless you attack first.



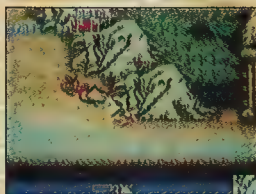
Whenever you go toe-to-toe with a monster like this, you run the risk of getting hammered. Keep an eye on your strength gauge. If it's too low, attack with magic instead.



Between stages, thieves sneak into your campsite and steal your magic jars. Go after them as soon as you can and teach them a lesson. You'll get your magic back, and then some.



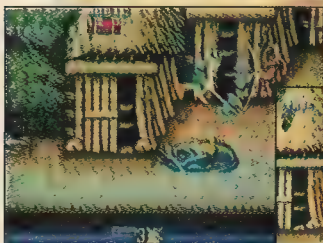
Your journey toward Death Adder is recorded on this scroll between rounds.



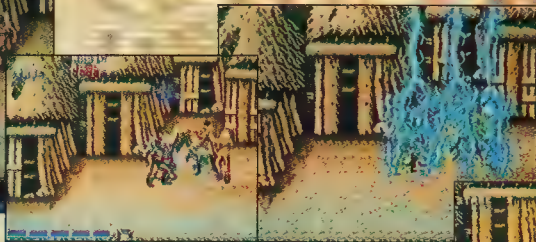
Learn the running head-butt as soon as you can. It's a quick and effective way to let the bad guys know who's in charge.



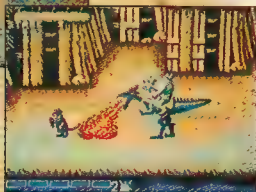
As you enter Turtle Village, the surviving townsfolk flee from their cruel captors.



With a mighty blow, Gilius commandeers a fire-breathing bizzarian. Not only is the beast's scorching breath an effective weapon, but the animal also absorbs any damage inflicted by an enemy while you're in the saddle.



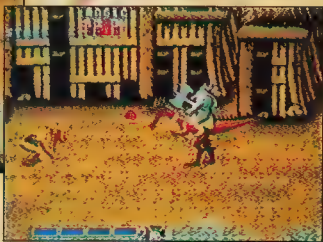
Surrounded by the enemy, Gilius decides to use magic. He tosses the magic bottles into the air, bringing down lightning all around him. Tyrus Flare's magic is the most powerful.



Thieves always appear at certain points in the game. It's important to know when to expect them so you won't run out of magic.



Thunderhead's speed is his greatest asset because he can strike a blow before the enemy can respond. By attacking with slow, deliberate blows, you can defeat an enemy with one long assault.

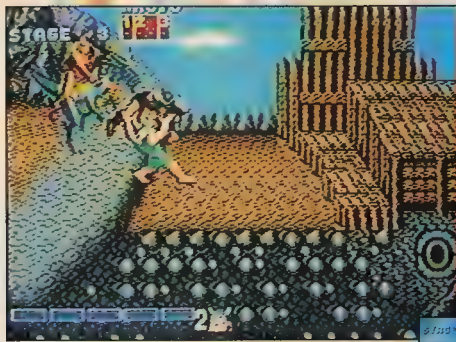


The orange bizzarian attacks by spewing balls of fire. Get on him as soon as you can and shoot flame each time the enemy tries to stand.

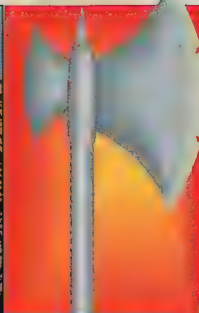


Despite their lack of muscle, the skeletons are very quick and powerful. Concentrate on one foe at a time and don't let them surround you.

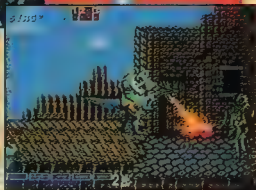




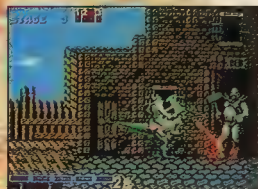
Not many people know that Gilius Thunderhead was once the world champion in the mutant toss. Once you've taken care of the mutant, try to get the bizzarian.



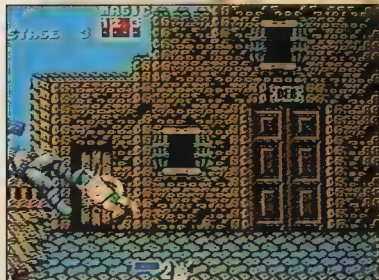
## SEGA GENESIS GAME OF THE MONTH



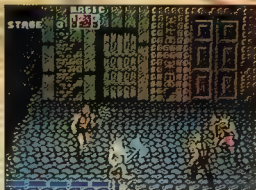
Dispatch these ladies one at a time, being careful not to touch the second one until the first is finished.



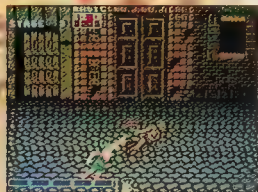
When this giant appears, don't panic. Stay to the left of the doorway, as his twin brother will come out, too.



The big characters have a much longer reach than you, so don't get too close. Use flying head-butts to put this giant in his place.



When you're facing this many enemies, it's important to move quickly and keep them off balance. A good technique is to jump high in the air and come down with a vicious axe attack.



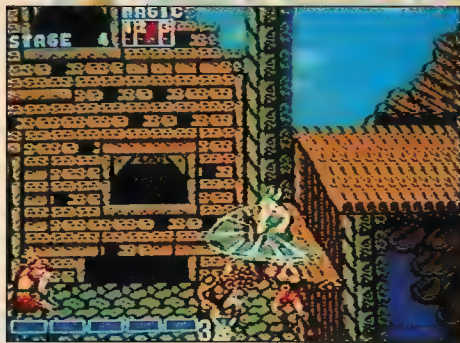
Finally, the last of the bad guys goes flying to his doom. But don't celebrate yet—there are a few more thugs to deal with in this stage.



The door behind you opens, and this towering tin can and his pals leap out to challenge you. If you have some magic, this is a good time to use it.



Your magic will even the odds a little, although this huge knight will survive it. Stay out of reach of his long broadsword.



On the Fiend's Path, use the many different levels to your advantage. Attack enemies below you; they'll usually try to get onto your level to fight back.



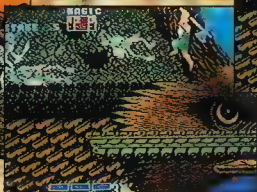
Look out behind you! This skeleton rises out of the ground and rushes to attack. Jump up to the next level and let him have it.



Use a jumping attack on these dark specters and try to force them down to the next level at the right. That way, you can attack easily as they attempt to get back up.



Two skeletons at a time means a real fight is ahead. Use your magic to weaken them, then finish the job with your axe.



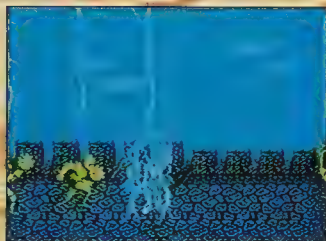
Stage 5 starts with three skeletons! Jump to the catwalk below the eagle's head, but watch your step.



When the skeletons follow you, send them flying off the platform with a few head-butts.



After the skeletons are all gone, be ready for a bizzarian attack from the right. As always, try to capture the beast.

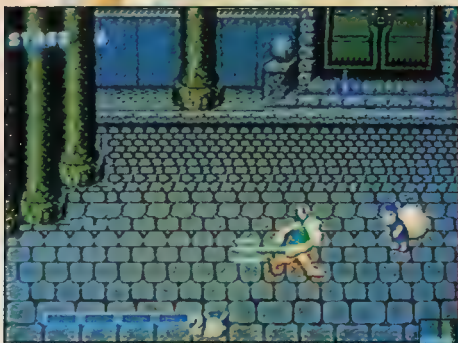


When you reach this part of the path, you'll face a ferocious attack. Don't use your magic yet, though. You're going to need it even more after you've defeated these guys.

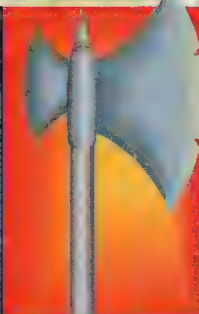


Now use that magic! These two knights quickly corner you. Once you've weakened them with magic, back up against the wall and move left and right, attacking one and then the other.





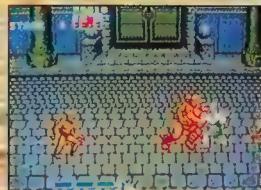
This is your chance to replenish your magic. Some pretty mean characters are about to appear — including Death Adder's formidable son.



## SEGA GENESIS GAME OF THE MONTH



Try your best to fight these enemies one at a time. Watch your back, and use flying head-butts to keep them from ganging up on you.



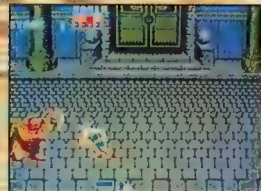
Although he's big, this giant is very quick. His body-checking can be lethal.



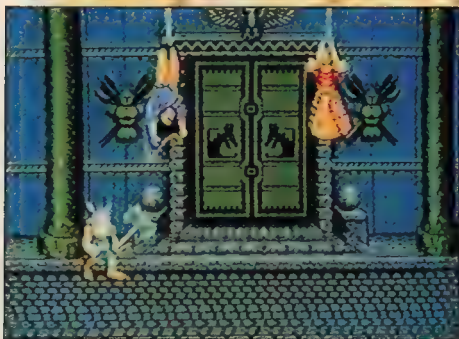
Accompanied by his skeletal bodyguards, Death Adder Jr. comes out to see what the commotion is all about. Use head-butts and jumping attacks to finish off his escorts.



It seems that you're not the only one who knows a few magic spells. Junior's magic is dangerous, but it can be avoided.



The best way to defeat Death Adder Jr. is to hit him with flying head-butts, repeating the attack just as he gets to his knees. He won't be able to stand up and fight back.



Death Adder Jr. is defeated. Suspended from the ceiling in chains are the captured king and princess.



You free the king and his daughter, and they thank you for your bravery. But the king thinks that Death Adder Jr. may have been taking his orders from someone else. Another battle awaits.



Use a running jump to clear this hole. If you jump as soon as you enter the stage, the enemies that follow you will fall into the chasm.



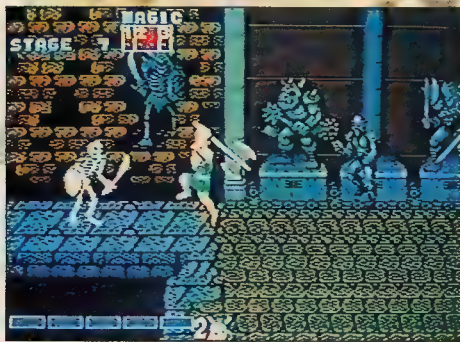
Axe flying, Gilius leaves his calling card with this skeleton. You'll have to be aggressive and fearless to get through this final challenge.



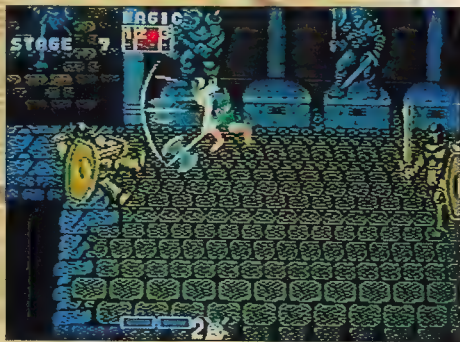
Dark figures appear, more frightening and dangerous than any you've encountered. Use the ledges to your advantage, knocking the enemies into the abyss.



At this point in the fight, thieves will rush out. Hit them to stock up on magic. If you already have enough magic, cast a spell and zap the bad guys before grabbing the blue bottles.

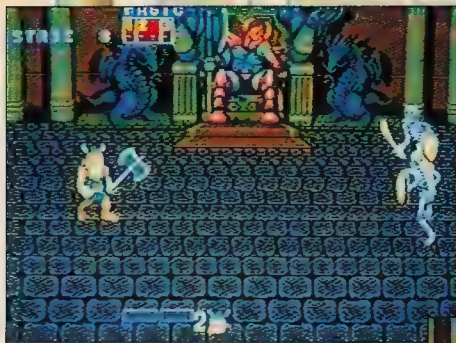


You can foot this bag of bones. Just move toward the bottom of the screen when he appears at the right, and he'll quickly take the plunge.

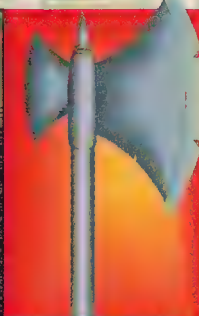


When the two knights appear, use footwork to maneuver them to the right. Then give them a shove, and they're history.

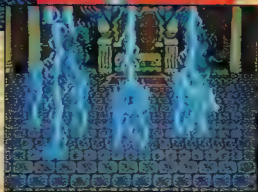




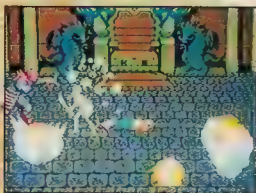
Death Adder himself sits on the throne of Yuria. Don't waste energy on his skeletal sidekicks — they're immortal.



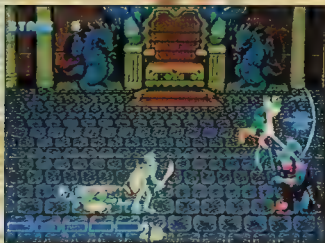
## SEGA GENESIS GAME OF THE MONTH



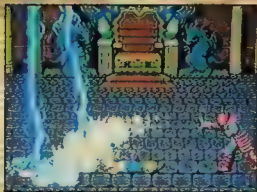
Concentrate your energies on Death Adder. Use a bit of magic to let him know you're serious, then jump in with your axe.



And you thought Junior was tough! Death Adder must have a warehouse full of magic bottles. He'll zap you every chance he gets.



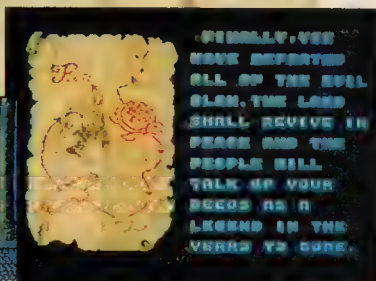
Attack Death Adder just as you did his son, keeping the pressure on so he can't get to his feet.



Don't let the skeletons get you from behind. Each time they knock you down, Death Adder will uncork some magic.



In an ironic and fitting end, the golden axe flies into the air, finally landing in the usurper's chest.



The gratitude of the king and the people of Yuria insure that the tale of the golden axe will be retold forever.

GP



# HARPOON



## COMPUTER GAME

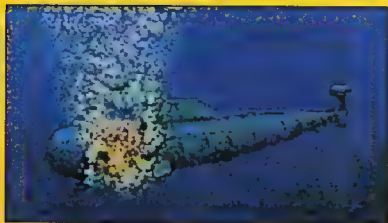
of the  
**MONTH**

Richard Sheffield

The excellent title screen lets you know right up front that this is no toy. *Harpoon* is a serious simulation of command at sea.

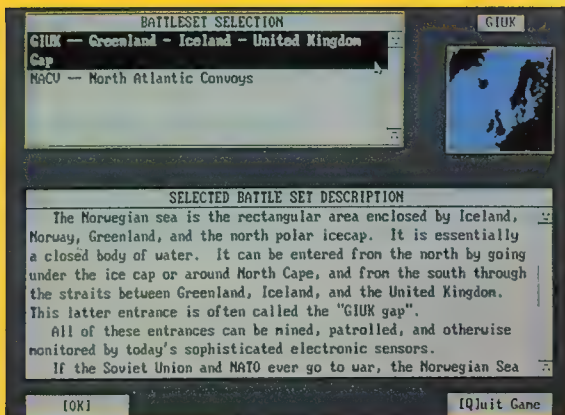
You can put all your other naval warfare simulations on the shelf. After three years of development and more than a few false starts, *Harpoon* is finally here.

*Harpoon* is based on the tabletop game developed by naval analyst Larry Bond, who used the system to test scenarios during the writing of Tom Clancy's novel *Red Storm Rising*. The computer version of *Harpoon* is the definitive simulation of modern warfare at sea.

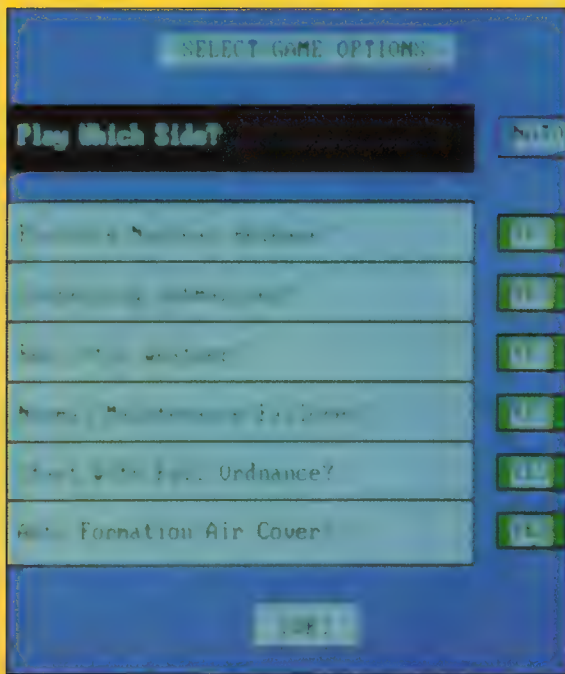


Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory; CGA, EGA, high-resolution EGA, or Tandy 16-color graphics; hard drive optional on all systems except those with 360K floppy drives only; mouse optional but highly recommended; Ad Lib, CMS, Covox, or Sound Blasters boards optional; Tandy sound supported. Three-Sixty, 2105 South Bascom Avenue, Suite 380, Campbell, CA 95008.





*Harpoon* comes with the Greenland-Iceland-United Kingdom Gap battle set of 12 scenarios, which are selected from this screen. Should NATO and the USSR ever go to war, this passage would be strategically vital to both sides.



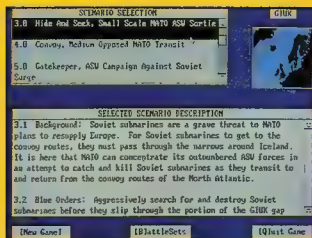
Let's play the NATO side and set the game options. These options include the possibility of a nuclear exchange and the ability to let the computer automatically set up and launch routine air patrols.

## HARPOON

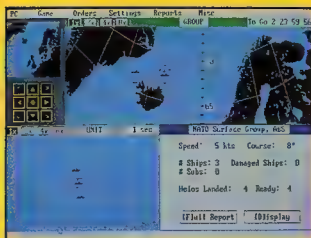
The scope of this simulation (I almost hesitate to call it a game) is extremely broad. It includes detailed information on more than 100 NATO and Soviet surface ships, submarines, planes, and weapons systems. Everything is accurately portrayed and few details have been overlooked. As in real life, each vessel and aircraft has its own sensor array with varying levels of sensitivity, depending on conditions. Each has an accurately simulated load of weapons, from long-range surface-to-surface missiles to layered missile defenses. You decide what sensors to turn on and which weapons to fire. At first, the burden of command can be very heavy.

Fortunately, the designers at Three-Sixty and Digital Illusions have done a fine job putting together a menu-driven play system that's surprisingly easy to use. Also, a good bit of the game's complexity is hidden behind the scenes. For example, you don't have to worry about telling an individual ship to turn broadside to a missile threat in order to unmask the surface-to-air missile launchers—the program assumes the ship's captain would take care of that. This frees you to concentrate on the overall situation.

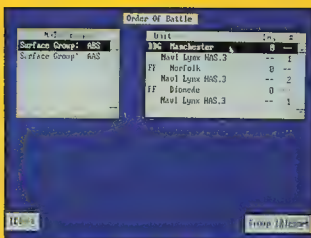
And the overall situation can require quite a lot of concentration. *Harpoon* includes 12 scenarios set around the GIUK (Greenland-Iceland-United Kingdom) gap. The scenarios range from the very simple to the incredibly complex. In the more difficult scenarios, you must keep up with a dozen or so surface ships, a few subs here and there, and several dozen aircraft from many different bases. And, of course, you must try to anticipate the enemy's next move while planning moves of your own.



After selecting scenario 3, a small-scale antisubmarine sortie, a detailed set of orders appears at the bottom of the screen. It includes an intelligence report and the minimum conditions for victory.



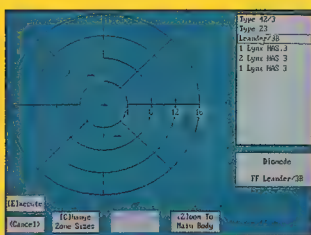
Here's the main game screen where most of the action happens. We start with two surface groups just north of Iceland. No enemy subs appear, but you can be sure that they're out there.



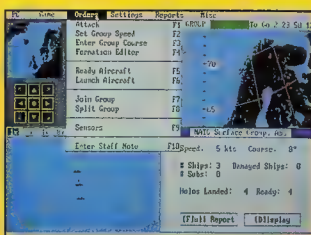
The Order of Battle screen gives more detail on the two groups, listing the ships in each. It also shows any aircraft available to the groups.



Back on the main screen, a click on the Full Report selection gives a quick status check of the selected group. The information includes speed, heading, and sensor settings.



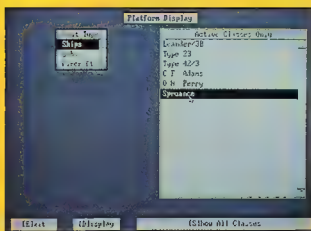
From the Orders menu, you can pull up the Formation Editor. It shows both groups to be nicely dispersed, but you can change the arrangement if you like.



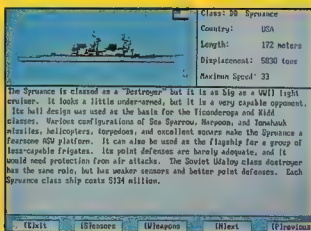
Most commands are selected from pull-down menus at the top of the screen.



The surface radar and active sonar have been changed from off to intermittent. This makes it easier to catch a snorkeling diesel sub, and it also gives earlier warning of an incoming torpedo.



While things are slow, go to the database to find out more about the ships under your command.



This screen gives basic information about the USS Sperry, a large destroyer, and tips on its possible uses. You can obtain detailed information about sensors and weapons by selecting other screens.

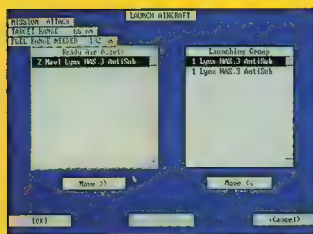




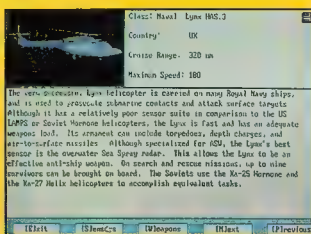
The ships creep along at five knots, listening carefully. To speed things up, set the passage of time to one second equals five minutes. Finally, the USS *Norfolk* reports a contact.



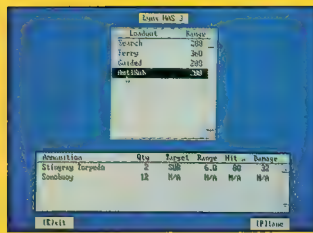
There's no time to waste now. Get some aircraft into the air to pursue the contact.



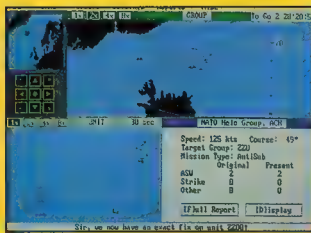
Two Lynx helicopters are selected from the menu and readied for launch. They're already loaded for antisub missions.



More information about these helos is available in the game's database. A few clicks of the mouse calls up detailed descriptions of their capabilities.



Each helicopter is carrying two Stingray torpedoes and 12 sonobuoys. There might be a use for both as the helos close in on the contact.



After a few tense minutes of circling and searching, one of the helos finally gets an exact fix on a sub.



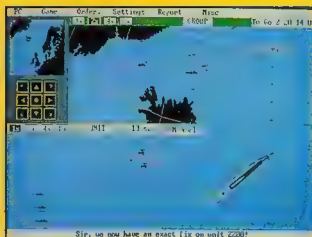
Anticipation is the key to winning in *Harpoon* — you just can't afford to be caught napping. If a scenario includes an enemy air base, you can expect that base to launch an air strike sooner or later. (Probably sooner.) You'd better post a patrol and get the E-2C Hawkeyes up in the air, or it may be too late to respond when you pick up a swarm of enemy bombers or cruise missiles on radar. Just as in real life, many of the scenarios come down to a contest of electronic warfare. Detecting the enemy first is the path to victory; the weapons exchange is almost secondary.

*Harpoon's* EGA graphics are very impressive. It is one of the few games on the market that takes advantage of high-resolution (640 x 350 pixel) EGA graphics. Almost all other EGA games use a lower-resolution EGA graphics mode, though some games use hi-res title screens.

The game's sound is somewhat below par, however. Although most optional sound boards are supported, their capabilities are not fully exploited.

The initial release of *Harpoon* was not without a number of bugs. System lockups and sudden exits to DOS were common and annoying. Fortunately, by the time this issue appears, a new version of the game should be available. Three-Sixty says it will mail the updates to all registered owners free of charge. (Further revisions are possible, so it's a good idea to return the registration card even if you buy the new version.) The updated disk will include a bonus scenario.

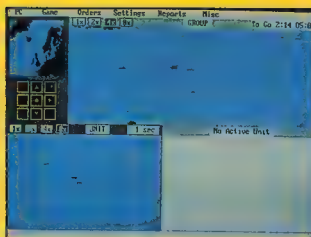
*Harpoon* is also a very memory-hungry simulation. It requires at least 640K of RAM, and there is simply no room for memory-resident programs (except a mouse



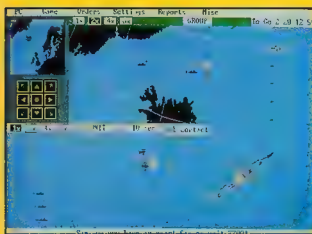
The intruder is identified as a Soviet *Akula*-class nuclear-powered attacksub. This is one of the most capable and dangerous subs in the Soviet fleet. Try firing a torpedo.



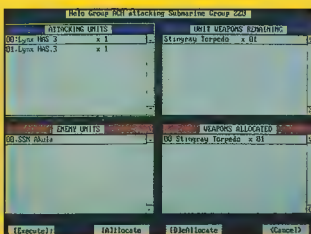
Just as the torp hits the water, the staff officer notifies us of another contact in the same area. Send a helicopter after each contact.



When the torpedo nears the *Akula*, a screen appears in the lower right corner to display the approach. Unfortunately, the torpedo glides harmlessly over the *Akula*.



More torpedoes are fired at the enemy subs, and one scores a lucky hit on the second contact.



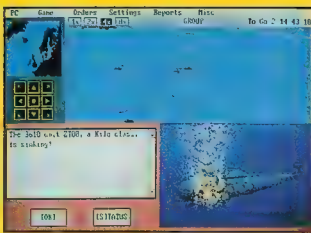
After all the torpedoes have been fired, only one hit has been scored for damage. Both subs are still out there, so another helicopter is dispatched to continue the hunt.



In all the confusion, the *Akula* manages to get close enough for a torpedo shot. Two Type-65 torpedoes bear down on the *Norfolk*. Time for evasive action.



After a few minutes of intense twisting and turning, the *Norfolk* manages to shake the torps, but contact with the subs has been lost. Suddenly a third sub appears. It's dangerously close, so two helicopters are sent after it.



Two quick hits and you score your first kill — a *Kilo*-class diesel sub. These boats are very quiet and hard to detect, so this is a lucky break.



Two more contacts quickly appear, and the ocean is suddenly getting crowded. Unfortunately, only one more helicopter is loaded and ready for launch. Send it after the closest contact and hope that the other can wait.

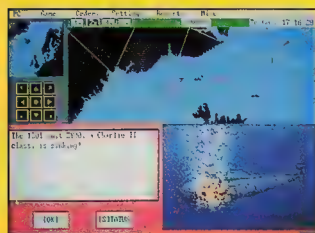




Another kill! A Tango-class diesel sub goes deep for the last time.



The other group finally gets a contact — a Charlie II-class nuclear-powered guided missile sub. It carries tube-launched antiship missiles, which should make you very nervous.



Two SH-60B Seahawk helicopters drop Mk46 Nearthip torpedoes on the Charlie II and score hits. The damage is fatal.



That's the third kill, so you've met the minimum victory requirements. You can now call it quits or press on for total victory.



## HARPOON

driver) while the simulation is running advanced scenarios in hi-res EGA graphics. Large operating systems such as DOS 4.0 can also pose memory problems under certain circumstances. Three-Sixty says the revised version of *Harpoon* will use 80K less memory, alleviating these problems.

Although a mouse and a hard drive are in most cases optional, they're highly recommended. You can control the simulation from the keyboard, but it's difficult to manage the larger scenarios without a mouse. And without a hard disk, the program slows down for very frequent disk accesses.

The 76-page manual covers the game's numerous commands menu by menu, and also offers some background information on maritime politics and naval strategy. Some of the more complex parts of the game are not adequately explained, but an addendum will be included with the updated version of the game.

Two extra booklets included in the package are real gems, however. Larry Bond's *Tactical Guide* is an easy-to-understand primer on naval warfare, and Tom Clancy's account of his tour of two Soviet warships is entertaining and informative.

Without question, *Harpoon* is a complex exercise that cannot be mastered overnight. It requires experience and practice. If you play the scenarios in order of difficulty and master them one by one, things should go fairly smoothly.

According to Three-Sixty, *Harpoon* was designed to provide well over 100 hours of playing time. With more scenarios on the way (the next set will cover the North Atlantic), it may take years to outgrow this one.

GP

GAME PLAYER'S

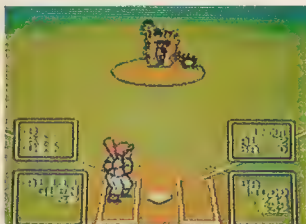


culture Brain's *Baseball Simulator 1.000* isn't just for die-hard baseball fans. The game's Ultra Play option distinguishes

it from other baseball simulations by transforming ordinary players into superhuman athletes who can perform feats never before seen in video ballparks.

Baseball purists can relax, though, because you don't have to use the Ultra Play mode. You can always play baseball games straight up — nothing fancy, no hocus-pocus.

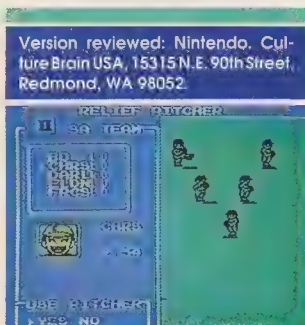
There are four leagues to choose from, including two conventional leagues, an Ultra Play league, and a league in which you assemble your own collection of teams. If you select the Ultra league, the competing teams start each game with a limited number of Ultra Play points, which are spent like money. Use them in clutch situations to employ superhuman hitting, pitching, and fielding.



In Ultra Play mode, use your hyper pitch when you have two strikes against the batter.

# NINTENDO REVIEWS BASEBALL SIMULATOR 1.000

Brian Carroll



Be sure to scout the pitchers. Some hurlers just can't take the pressure.

The Edit Teams league allows enterprising managers to exert complete control over their teams. With this option, you can construct your own team from scratch.

Another unusual feature in *Baseball Simulator 1.000* is the array of baseball fields you have to choose from. You can play in a domed stadium, in a ballpark at the harbor, or in a stadium located in outer space. Each locale has its own modest graphic surprises.

So much for the options —

what about the game play? *Baseball Simulator 1.000* excels there, too. Player control on the mound, at the plate, and in the field is easy to master. Unlike many baseball games for Nintendo, no single aspect of the game is exaggerated. You can become proficient with the glove and the bat in a reasonable amount of time.

As with any simulation, there are a few strategies unique to this game. For instance, try to stick with your starters for at least five innings. Your bull pen is staffed mostly with short-relief pitchers, so you must conserve your fire-power. Starters also seem to get into a groove, and substituting a pitcher will interrupt it every time. Instead of trying to smoke every batter who steps to the plate, try throwing inside. Forcing a few ground balls uses up less energy, since you're throwing fewer pitches.

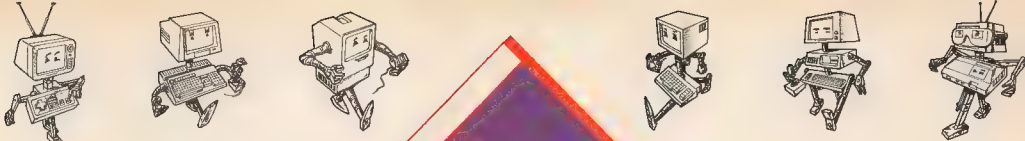
Because so much can transpire simultaneously during the course of a baseball game, this sport is difficult to translate into a video-game. Give Culture Brain credit for a job well done.

GP



Keep starters in for as long as possible. Relievers lose their heat quickly.





**T**

here's a full moon and a clear sky filled with stars. But a storm is brewing — tonight the colonel announces his bequests.

A strange assortment of rela-

tives and friends has gathered at the colonel's run-down Louisiana plantation. There's Rudy, the greedy nephew; Gloria, the "actress"; Ethel, the alcoholic; Clarence Sparrow, the crooked lawyer; Dr. Wilbur C. Feels, the family doctor; Lillian, the emotional niece; and Gertie, the snob. They'll all split the colonel's inheritance — but if any of them die before the colonel, the money will be divided among the survivors.

As Laura Bow, a college friend of Lillian's, you've been invited for a weekend of fun that quickly turns into a night of murder. Can you stop the maniacal killer before you become one of the victims?

*The Colonel's Bequest* attempts to duplicate those "dark night in a



They say Colonel Dijon has been confined to a wheelchair for years. But with a pretty (and willing) maid like Fifi, the hours must pass quickly.



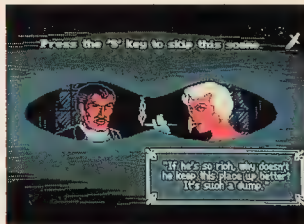
## THE COLONEL'S BEQUEST

Leslie Mizell

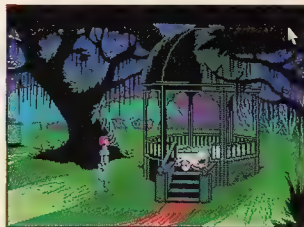
Version reviewed: IBM Tandy and compatibles. 512K minimum memory; CGA, VGA, MCGA, VGA. Tandy 16-color or monochrome graphics; joystick or mouse optional; supports sound boards. Also available for the Atari ST, Sierra On-Line. P.O. Box 665, Champaign, IL 61814.

mysterious old house" plays such as *The Mousetrap* and *The Cat and the Canary*. The old family home is full of secret passages, paintings with cut-out eyes, and guns in glass cases. The family retainer acts peculiar, the cook dabbles in voodoo, and the maid seems to be having an affair with every male in the house.

All of the heirs are despicable, and our heroine isn't a sympathetic character either. Miss Bow is a collegiate Hedda Hopper, poking her pretty nose into conversations and not mentioning the dead bodies she finds. Perhaps if a policeman appeared (as so often hap-



If you uncover the secret passages quickly, you'll learn some interesting facts about the colonel's relatives by eavesdropping.



Poor Gloria has been strangled. Was Clarence that upset when she threw him over, or was it someone else?

pens in mystery fiction), his authority would add some respect to Laura's meddling.

The small scope of the game is also a hindrance. Basically, each act consists of checking the house, secret passageways, and the out-buildings without knowing what you're looking for. It quickly gets repetitive, and there's not even much of Sierra's trademark humor (though you must take a shower before the game is over).

But, if considered as an interactive session of *Clue*, *The Colonel's Bequest* isn't a bad game. It just doesn't offer much challenge to mystery fans. (Hint: The butler *didn't* do it.)

GP



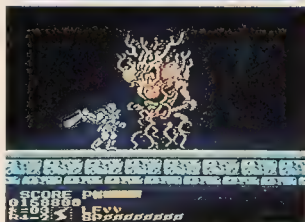
# NINTENDO

## REVIEWS

### ASTYANAX

Phill Powell

Version reviewed: Nintendo. Jaleco, 6517 West Howard Street, Niles, IL 60648.

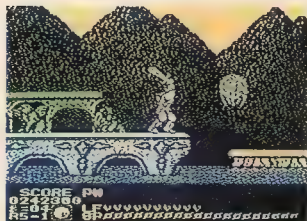


Is it animal, vegetable, or mineral? *Astyanax* features elaborate and menacing enemies.

toward you and your efforts to rescue the princess. Other dangers present themselves as well.

Your only companion and protector on this treacherous world is a finely honed battle ax you're able to swing rapidly and ruthlessly. If you can traverse Remlia's many levels and challenges, you'll free the fair Rosebud (and, presumably, restore your normal sleeping habits).

Although the story line of *Astyanax* is hardly original, the game is redeemed by stylishly vivid graphics and some nice extras. The characters are unusually



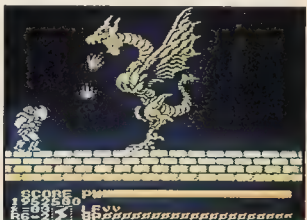
The Remlian mountains provide a scenic backdrop for killing creatures of unknown origin like this one.

large and fully detailed. There's no chance here of losing the hero in a flurry of action, as sometimes happens in other games. In fact, several villains downright dominate the screen.

To bolster your odds of survival, you can turn to some special magical powers. You have several spells at your disposal, including the ability to summon forth lightning bolts or temporarily freeze your opponents.

You'll be thankful for this sorcery when your creepy, crawly enemies start arriving faster than you can get rid of them. In *Astyanax*, that can happen at any moment.

GP

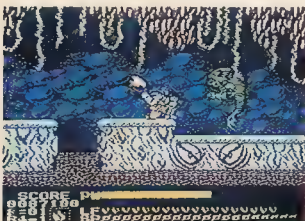


This winged dragon is determined to make things hot and uncomfortable for you.

Life is complicated enough during your first year of high school. It doesn't help to have an odd name, especially one derived from ancient mythology. Yet this problem is tame compared to what's awaiting 16-year-old Astyanax.

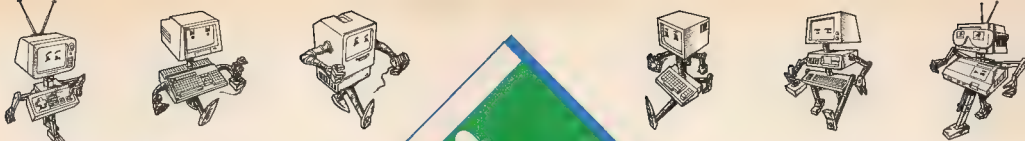
Lately, *Astyanax's* dreams have been haunted by the mournful pleas of an enchantingly beautiful girl. No, she's not a cheerleader or the girl next door—she's Princess Rosebud, a lass held captive on a distant planet called Remlia. One day, while walking home from school, *Astyanax* is transported to this dangerous world. Clearly, this is a problem he can't take to his guidance counselor. He'll have to rescue the princess all by himself.

Unfortunately, Remlia is no family campground. The planet is inhabited by strange hybrids of animal and plant life. Most of these specimens display a marked ill will



This stage is overrun with vines and megalazards. Luckily, you're swinging a mighty ax.





ave Monday nights seemed a little empty lately? Don't know what to do with yourself after supper? Now those painful Monday days between

January and September can be filled with the soothing tones of Frank, Al, and Dan, and the action of *ABC Monday Night Football*.

With graphics and sound that are almost like TV, *ABC Monday Night Football* lets you extend the football season as long as you want. You can compete against the computer or a friend and work your way through an entire season of thrills. There are more than 40 offensive plays and a dozen defensive formations to choose from, and true students of the game will appreciate the playmaker utility that lets you create your own special plays and formations. Maybe you'll devise a defense that rivals the Chicago Bears' devastating "46" alignment.

Among the numerous options



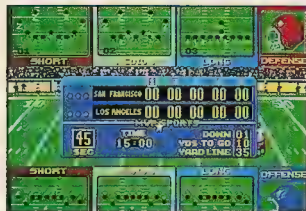
Yep, that's ol' number 16 himself. His play-by-play really adds a note of authenticity to an already great sports simulation.



## ABC MONDAY NIGHT FOOTBALL

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory (640K for Tandy); CGA, EGA, VGA, Tandy 16-color, or monochrome graphics; joystick optional. Data East, 1850 Little Orchard Street, San Jose, CA 95125.



You can quickly scroll through the offensive and defensive formations. Against most teams, you'll have more success with a running offense.

in *ABC Monday Night Football* are a demo mode (which helps you learn play-calling techniques) and variable-length quarters (a real boon when you don't have enough time for a full game).

You can control your players



Where's the ref? Surely there must be some rule against piling on, even in a computerized game. But don't worry — the yellow hankies will be flying soon.

and call your plays with either the keyboard or a joystick. We prefer the joystick, since it's more accurate for passing.

The player controls are really innovative. Too often, computer football games make it difficult to shift control from the quarterback to another offensive player. In *ABC Monday Night Football*, you can review all of your offensive options and then pick the right man. When passing, there's still a time limit imposed by the onrushing linemen, but you have enough time to consider your alternatives before unloading the ball. Running is even simpler. Before the snap, just pull the joystick toward the selected running back. Control (and the ball) is automatically handed over.

*ABC Monday Night Football* is probably as close as you'll get to real NFL football before September. The great graphics and digitized sounds (which come across quite well through the standard PC speaker) make this game one of the most exciting and enjoyable sports simulations around.

GP



# NINTENDO

## REVIEWS

### CYBERNOID

Gary Meredith

Version reviewed: Nintendo. Acclaim Entertainment, 189 South Street, Oyster Bay, NY 11771

defense systems.

Your ship comes equipped with all the latest weaponry, including bombs, missiles, lasers, and special items that augment your standard equipment's power. There's also the CyberMace, a weapon that's as untested as your ship, and much more deadly. If you can control the CyberMace, you will enjoy a distinct advantage in certain situations.

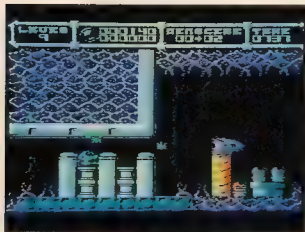
The beginning of the game gives you a good idea of what's to

come. No sooner do you enter the asteroid chamber than you are attacked by deadly bubbles. The trick is to ignore the bubbles (taking care to avoid hitting them) and aim for the source. If you're lucky enough to find a CyberMace at the right time, you'll be able to destroy almost anything quite easily.

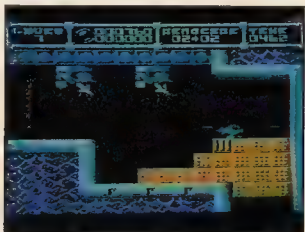
Along the way, you should try to pick up as much cargo as you can. After all, it's better than letting the Zoggians get their greedy little claws on it. But there's another reason for accumulating cargo. You get points for everything you pick up, and 500 points gets you an extra life. With everyone and everything shooting at you, an extra life is not so much a luxury as a necessity.

Make no mistake — *Cybernoid* is a difficult game. So much comes from so many directions that you'll be talking to yourself within minutes. But the graphics are great and the action exciting. *Cybernoid* is one of the more enjoyable ways to be driven crazy.

GP



You've got the CyberMace up and running, but unfortunately it won't help you here. Good timing will, though.



Those missiles are aimed straight at you, even though they're part of the asteroids' own defense system. It's worth the risk, though, to pick up that rear-firing laser.



The CyberMace won't help here, either. Carefully watch the columns and move along with each one. Don't try to pass more than one at a time.





Are you bored with dilapidated dilemmas, exhausted enigmas, and humdrum conundrums? All too often, puzzle games become monotonous after only a few hours of play. What puzzle lovers need is a game with a lot of variety and a central plot to hold the puzzle pieces together.

Which precisely describes *The Fool's Errand*.

It's a collection of 80 puzzles (20 different types), loosely bound together with a story about a fool in search of wisdom. At their worst, the puzzles are easy, but well rendered. At their best, they'll have you glued to your computer screen.

For each puzzle you solve, you earn one piece of a map. But the map itself is a puzzle, and having all the pieces doesn't guarantee success.

Each puzzle is introduced and



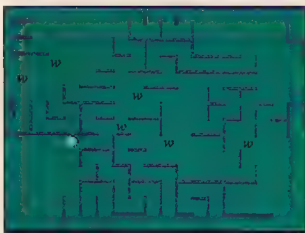
How do you fill in the blanks when you aren't given any clues? It's easy when the answer is hidden letter by letter within the picture.



## THE FOOL'S ERRAND

Leslie Mizell

Version reviewed: IBM, Tandy, and compatibles: 512K minimum memory; EGA or Tandy 16-color graphics. Also available for the Macintosh. Miles Computing, 7741 Alabama Avenue, Suite 2, Canoga Park, CA 91304.



Not only are the walls of this maze invisible until you bump into them, but you can also be blown off course by the fickle west winds.

named by a scroll. Put together, these scrolls outline the story. Once you've solved all the puzzles, go back and find the clues in the scrolls. Only then can you complete the map, find more than a dozen treasures, and gain wisdom.

Though there are several types

of puzzles that appear only once, most fall into a few categories. For example, there are several word-searches, mazes, jigsaws, simple anagrams, and letter-substitution codes. Other puzzles are more complicated and involve pushing buttons in a certain order to make phrases, letters, or designs appear. And some of the puzzles are like nothing you've ever seen.

"The High Priestess" puzzle is the most time-consuming, but two other puzzles ("The Hermit" and "Humbug") provide vital clues for solving its early sections.

Avid puzzle fans won't find most of these puzzles difficult to solve, but *The Fool's Errand* guarantees that even whizzes will face the occasional challenge. Others may find themselves scratching their heads in bewilderment fairly often. But no matter how long it takes you to find the answers, the solutions are always fair and straightforward. In fact, the trickiest enigma may have the simplest solution.

GP



When you push the six buttons in this puzzle, letters are added to those already on the screen. If you push the buttons in the correct order, a phrase appears.



# NINTENDO

## REVIEWS

### ADVENTURES OF LOLO 2

Selby Bateman

Version reviewed: Nintendo, Hal America, 7873 SW Citrus Drive, 25-F, Beaverton, OR 97005.

to figure out how to run, shove, shoot, and maneuver past enemies and obstacles.

*Adventures of Lolo 2* has just been released, and Hal America has another winner on its hands. This game is just as ingenious, challenging, and enjoyable as the first Lolo adventure. In fact, you'll find a wider range of options; more characters and objects to cope with; and new puzzle angles — all of which are sure to delight (and perplex) puzzle lovers.

The game's goal is simple: Lolo wants to save Lala. And your mission is to make sure that what Lolo wants, Lolo gets. There are ten different floors to the tower in which Lala is held, including a final castle level at the very top. Each floor has five rooms Lolo (and you) must get through. A puzzle room is solved by picking up all

the heart framers, which in turn opens a treasure chest, which opens the exit door leading to the next room.

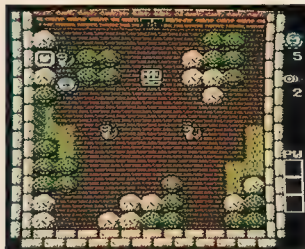
This is a wonderful game that lets players exercise their minds as well as their fingers. The puzzles are fun, the characters are cute, and the graphics are colorful and well drawn. It's also a game that can be played by Nintendo fans of just about any age, although the youngest players and those who find puzzles too perplexing may need some hints from older or more experienced players.

GP

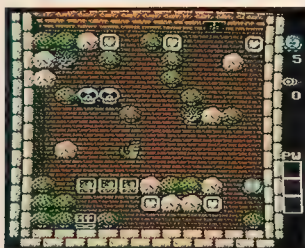
**L**olo's back in town!

One of the most challenging and charming Nintendo games of 1989 was *Adventures of Lolo*, a wonder-

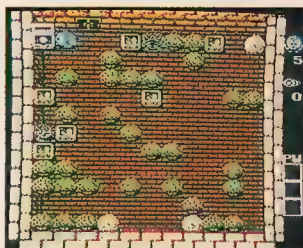
ful puzzle playground in which you had to guide cuddly Prince Lolo in his search for kidnapped Princess Lala. Every step of the way, Lolo faced one perplexing puzzle after another, forcing him



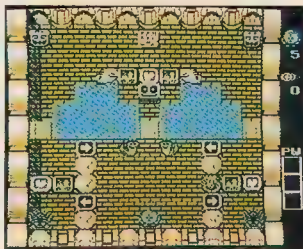
This first room is easy. Gather the heart framers, use two magic shots to move the green Snakey, and the first treasure chest is yours.



When you reach this room, you'll have to try something new. Here's a hint: Push an emerald framer to the spot from which you've just removed something else.

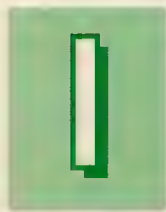
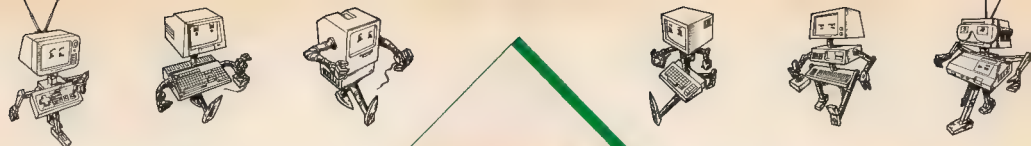


In the second room on the second floor, pushing the emerald framers in just the right way results in this winning position.



You've finally reached the castle! Now things really get tough.





f you think it would be wonderful to be emperor of the world, a few games of *Genghis Khan* may change your mind.

On the other hand, *pretending* to be an emperor can be both fun and instructive.



*Genghis Khan* does an excellent job of depicting the rise and fall of empires and the dynamics of power.

With this conversion of its excellent computer game, Koei completes a trilogy of epic historical titles for the Nintendo system. In the first two games (*Nobunaga's Ambition* and *Romance of the Three Kingdoms*), the goal, while not exactly modest, was at least geographically limited. But in *Genghis Khan*, you set out to literally conquer the known world.

The game is set in the 13th century—the dawn of the age of gunpowder and a time of great strife and upheaval in Europe, Asia, and the Middle East. You can choose to play one of four characters: Genghis Khan, the much-feared Mongol chieftain who actually did conquer much of the world; Richard the Lionhearted, the famous English king

# NINTENDO

## REVIEWS

### GENGHIS KHAN

William R. Trotter

Version reviewed: Nintendo. Also available for IBM, Tandy, and compatible computers. Koei, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010.

of the Crusades; the Shogun of Japan; or the Emperor of Byzantium.

Using Koei's smooth playing system of issuing a few commands every turn (season), you must build up your kingdom's economy while seeking to devour other kingdoms through diplomacy, politics, or war. Since there are never enough commands to cover every problem, part of the challenge is to balance priorities and develop subtle, long-



Success requires not only wisdom, but also the ability to pick your subordinates carefully, matching the person to the task.

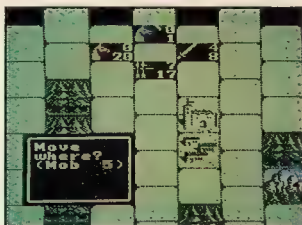


Send spies into neighboring countries before embarking on conquests. The more intelligence you gather on rivals, the better.

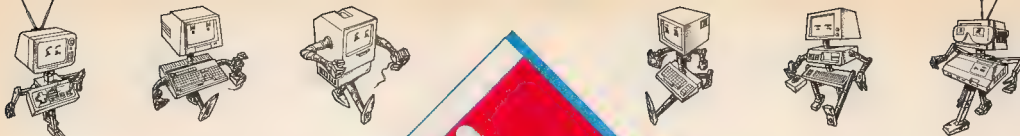
range strategies to improve your position and weaken your enemies.

Although *Genghis Khan* is not strictly designed to be an educational program, it does teach valuable lessons about the nature of power. You soon learn that even the most powerful ruler is often vulnerable to mistakes and simple bad luck.

Some aspects of the computer game have been condensed for this version, but nothing essential has been compromised. The graphics are elegant, and the manual is clearly written. A fascinating and highly sophisticated game, *Genghis Khan* should appeal to a wide audience.



Combat takes place on chesslike tactical screens. Make sure you take along enough provisions before launching an invasion.



## INDIANAPOLIS 500: THE SIMULATION

Gary Meredith

If it's spring, Memorial Day can't be too far off. And on Memorial Day comes the call of "Gentlemen, start your engines!" and the beginning of the Indy 500.

If you've ever wondered what it's like to fly around "the brickyard" in a March or a Lola, this *Indianapolis 500: The*



simulation sure looked a lot easier than this when you were watching the race on TV. These cars ride low, and threading your way through traffic is harrowing.

*Simulation* is a great way to find out. It's filled with the sights, sounds, and sensations of a real day at the races. Hit a wall or another car and you'll find yourself cringing at the impact. Flash into the pits to top off your fuel and you'll be yelling commands to your imaginary pit crew: "Hurry it up — there's a race on the line!"

Before you can qualify, however, you must practice. You not only need to learn how to get around the track in one piece, but also how to set up your car for maximum performance.

The wide range of options for setting up your car, in fact, is one

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; turbo XT minimum speed; DOS 2.1 or higher; CGA, EGA, VGA, or Tandy 16-color graphics; Ad lib and Roland sound boards optional; Tandy sound supported; joystick optional but recommended. Elec. Ironics Arts, 1820 Gateway Drive, San Mateo, CA 94404.

of the simulation's strong points. Take your pick from a March Cosworth, a Lola Buick, or a Penske Chevrolet. You can vary such parameters as the wing incidence; the



The collisions are more realistic and disconcerting than you might expect from a computer simulation. Don't be surprised if you brace yourself before a shunt.

tire compound, air pressure, stagger, and camber; the shock rates; the gear ratios; the stiffness of the roll bar; and the turbocharger boost. The trick is to tailor the car to the track and your driving style.

Fine tuning your setup in the qualifying rounds comes next. Finally, it's race day, and it's up to you to put all the setup time and effort to good use. It's one thing to tool around the track during practice or qualification rounds, but quite another to pick your way between 32 other cars.

For its driving sequences alone, *Indianapolis 500* is a great game. With the addition of different viewpoints — around the track, above



The special Indy Cam offers views from all over the track and other cars as well as a replay option.

the track, and from other cars — it becomes even better. The realistic graphics give you a taste of the excitement that's a staple of the Indy 500.

When the urge to play Danny Sullivan or Emerson Fittipaldi comes over you, satisfy it with *Indianapolis 500: The Simulation*. Hmmm...wonder how that Borg-Warner trophy will look on your mantle?

GP





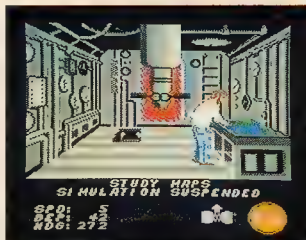
# NINTENDO

## REVIEWS

### SILENT SERVICE

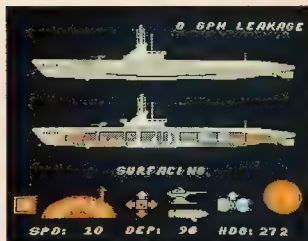
William R. Trotter

Version reviewed: Nintendo, Ultra, 900 Deerfield Parkway, Buffalo Grove, IL 60089. Also available for IBM, Tandy, and compatible computers; Commodore 64; Amiga; Atari ST; and Apple II and IIGS. MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030.



From the conning tower screen, you can go to periscope view, damage control, or into the navigation mode.

Before heading off into hostile territory, however, you should spend some time at torpedo and gunnery practice (against anchored targets that don't shoot back). And be sure to get a handle on how to navigate and steer your sub (recite the difference between "heading" and "bearing" until it



The damage control screen shows your sub's operational status at any given time.

becomes automatic).

For the most part, Ultra has done a good job with the graphics in *Silent Service*. Enemy ships look real, periscope views seem authentic, and views of the submarine itself are reasonably convincing. Still, given the amount of time and energy it takes to stalk some convoys, it would be nice if torpedo hits were rewarded with some really spectacular explosions instead of the dinky little firecracker pops shown on most screens.

A more serious drawback is that some crucial operations — such as rotating the periscope or changing the deflection of the deck gun — require you to use *both* controllers simultaneously. When there's a destroyer bearing down on you and every second counts, you're likely to become confused or tangled in the cords. The consequences for your sub and crew can be serious, if not lethal. If games like *Silent Service* are ever to win the audience their designers hope to attract, a less awkward procedure must be found.

GP



s the first realistic naval war game for Nintendo, *Silent Service* deserves respect. War gamers who have turned

up their noses at the arcade shooters and Rambo-style games of the past will gravitate to *Silent Service* out of hope, curiosity, and gratitude. And unless they've been spoiled by the more detailed (but not that much better-looking) PC version of the game, they'll probably feel they're getting their money's worth.

*Silent Service* is a one-player simulation of submarine tactics in the Pacific Ocean during World War II. You advance in rank and honor by completing increasingly longer, hairier, and more successful patrols. You can either run your own patrols by using the map screens to locate known Japanese convoy routes, or you can relive classic historical patrols made by famous subs like the USS *Wahoo*.



Overall, the game's graphics are good, but surely a torpedo hit on a tanker ought to produce a bigger bang than this!

## AND PREVIEW S

### MANIAC MANSION FOR NINTENDO

The evil Dr. Fred has kidnapped lovely young Sandy and is holding her prisoner in the basement of the mansion he shares with Nurse Edna and Weird Ed. He intends to use her in another of his hideous brain-draining experiments. Her only hope is her dreamy beau, Dave, and his college friends. If they can find the mansion, discover Dr. Fred's foul plans, and locate the basement in time, perhaps Sandy — and her brain — can escape undrained.

Originally a computer game from Lucasfilm, *Maniac Mansion* will soon be released by Jaleco for the Nintendo system. The new version features the same unique combination of gore, comedy, and detective work that made the original a very popular PC game.

As Dave, you can lead any three of seven characters through the mansion. You must solve riddles, search for clues, and interact with some truly wacky characters — such as the tentacled creature that longs to have a rock band. By moving a pointer to the appropriate command at the bottom of the screen, you can look, search, and explore the mansion and its many rooms, trying to find Sandy before it's too late.

If the Nintendo version is as well received as the PC version, *Maniac Mansion* could be one of this year's big hits.



The beleaguered Sandy tries to escape the dangers of *Maniac Mansion*.

### A BODACIOUS NEW PC GAME

It's going to be a bodacious summer for fans of last year's movie, *Bill and Ted's Excellent Adventure*. Not only will the dudes be starring in a sequel, but their first film has been adapted as a computer game by Capstone as well.

Closely following the film's story line, the game lets you travel along with Bill and Ted as they ride in their telephone booth back through time, looking for such historical characters as Socrates, Genghis Khan, and Napoleon.

*Bill and Ted's Excellent Adventure* will use Access Software's RealSound technique to digitize voices from the movie, and the graphics will also be digitized from the screen version.

### PC-COMPATIBLE COMPUTER GAMES FOR EDUCATION AND ENTERTAINMENT

Hi-Tech Expressions has expanded its line of games for youngsters, adding PC titles to its selection of educational software. *Sesame Street*

*First Writer*, *Ernie's Magic Shapes*, *Grover's Animal Adventures*, *Letter-Go-Round*, and *Electric Company Roll-a-Word* teach elementary read-

ing, writing, math, and identification skills using familiar Children's Television Workshop characters. They also introduce children to



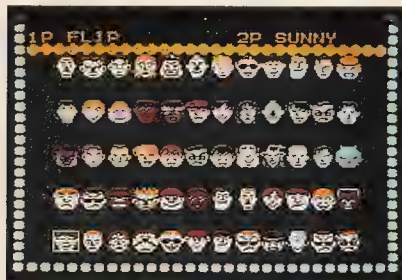
computers and keyboard use.

Hi-Tech Expressions also produces entertainment software for children, including *The Bugs Bunny Hare-Brained Adventure*, *Chip 'n' Dale and the Rescue Rangers*, and *Muppet Adventure: Chaos at the Carnival*.

Another company, Gametek, is introducing a line of PC-compatible computer games based on children's board games. The titles include *Candyland*, *Chutes and Ladders*, and *Go to the Head of the Class*. Gametek also sells a line of Fisher-Price games for kids, with titles such as *School Bus Driver*, *I Can Remember*, and *My Grand Piano*.

## TWO NINTENDO GAMES FROM BRODERBUND

Each year, the world's wildest, meanest, and best softball players gather in Mudville for the World's All-Star Softball Championships. But it's not the genteel, sporting contest you'll find in the World Series. Instead, it's a knock-down, drag-out, backlot battle for supremacy. And you can bet that the champs, the amazing Amazons, are going to be pretty tough to beat.



Choose your team from the toughest players around in *Dusty Diamond's All-Star Softball*.

New from Broderbund, *Dusty Diamond's All-Star Softball* brings the sandlot action of amateur softball to Nintendo. You can choose from a roster of 60 players, assembling your team and assigning positions. There are six different soft-

You've played ~~Wizardry~~  
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## CITADEL

Adventure of the CRYSTAL KEEP

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## A N D P R E V I E W S

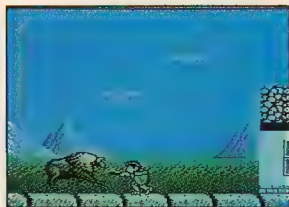
ball fields to choose from, ranging from schoolyard to sandlot to professional. With the password feature, a lot of practice, and a little luck, you might get the chance to play the Amazons for the title.

Another new Nintendo game from Broderbund is *The Battle for Olympus*, an adventure game in the tradition of *The Legend of Zelda*. Based on classical Greek mythology, *The Battle for Olympus* will let players battle such infamous monsters as the Cyclops, the Minotaur, and the Centaur.

You play Orpheus, a young man whose true love, the fair Helene, has been killed by the bite of a poisonous serpent. Aphrodite, the goddess of love, hears of Orpheus's grief and tells him how he may recover his love. Full of characters and settings from the classic myths of Western civilization, *The Battle for Olympus* brings ancient Greece to life.



In *Dusty Diamond*, you can play on any of six softball fields.



New from Broderbund, *The Battle of Olympus* brings Greek mythology to life.

## COMPUTER GAMING, FAMILY STYLE

Have you ever wasted time trying to find the dice for *Yahtze*, or the \$500 bills for *Monopoly*, or the weapons for *Clue* before sitting down to a board game? Thanks to the growing number of board

games being adapted for IBM-compatible personal computers, lost pieces may become a thing of the past.

Leisure Genius, which already makes a computer version of *Mo-*

*nopoly*, has released two more Parker Brothers games: *Risk*, a game of international intrigue; and *Clue*, the popular detective thriller. The computer edition of *Clue* features more characters, rooms, and



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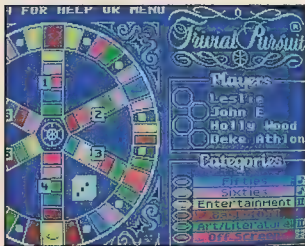




weapons than the board game, challenging the deductive powers of even experienced players.

Another new computer game is Parker Brothers' adaptation of *Trivial Pursuit*, arguably the most successful new board game of the 1980s. The computer version features 30 subject categories from five *Trivial Pursuit* editions (the 1980s, Volume II, Sports, Music, and Movies). Up to four people can compete against each other, or you can play against as many as six computer opponents.

Popular TV game shows are also available in computer editions, such as Gametek's *Double Dare*, *The Price Is Right*, and *Hollywood Squares*. Now Hi-Tech Expressions is coming out with PC-compatible versions of such new game show hits as *Fun House*, *MTV Remote Control*, and *Win, Lose, or Draw*.



*Trivial Pursuit*, long a family favorite, moves into the computer age. The PC version features questions from five different *Trivial Pursuit* editions.

## BAD BLOOD FOR PCs AND 64

Even after a nuclear holocaust, war continues. This time, though, the war is between Earth's remaining humans and the twisted survivors of that last, terrible war — the mutants. The two factions are struggling against each other on their scarred and barren world.

*Bad Blood* is the latest game from Origin, best known for the



Origin's *Bad Blood* boasts impressive graphics, and it also supports the leading sound boards.

# TOP GUNS.



If you're ready to soar to new heights, Suncom brings you the Analog Xtra\* joystick with a built-in throttle control that'll make you feel like you're in the cockpit of a F-16 fighter.

Or try the Analog Edge\* with two-way, switchable buttons...or the Analog Plus\* that features variable-speed, auto-fire for increased accuracy and greater control.

All three Suncom Analog joysticks are made with an exclusive, patented process known as **Injected Resistor Technology**.

This feature allows you to fly missions long after other joysticks have waved their white flag.

Fly the new lineup of Analog joysticks from Suncom, and take control of the most challenging IBM® or Apple® software games.

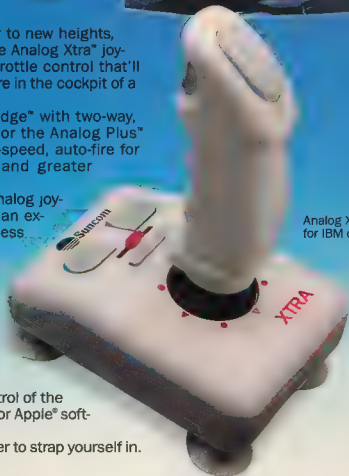
Please, just remember to strap yourself in.



**Suncom**  
TECHNOLOGIES

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Original art of FALCON AT, The F-16 Fighter Simulation supplied by Spectrum Halobyte



Analog Xtra  
for IBM only.

## A N D P R E V I E W S

*Ultima* series and last year's *Times of Lore*. Featuring elements of both arcade action and role playing, *Bad Blood* is available for IBM compatibles and the Commodore 64. As a mutant, you'll explore ruined cities and interact with dozens of unique characters as you attempt to stop the humans' final assault against the mutants they've helped to create — and now seek to exterminate.



By selecting command icons in *Bad Blood*, you can wander through the apocalyptic ruins of a world destroyed by nuclear war.

### JOYSTICK FOR GENESIS

Suncom Technologies is introducing a new joystick especially designed for the Sega Genesis. The Tac50 Genesis Edition is intended to enhance game play and improve scoring.

An aircraft-style joystick, the Tac50 features two A buttons on the base of the controller, a B button on the trigger grip, and a C button on the top of the stick. The Tac50's base has suction cups for securing it to a table.

The Tac50 also uses "audible microswitch array technology," a click that sounds as the stick is moved in various di-

rections. The Tac50 Genesis Edition carries a lifetime warranty and should be in stores sometime in May. The suggested retail price is \$24.99.



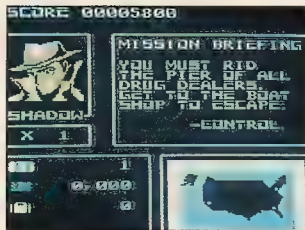
The Tac50 Genesis Edition from Suncom is designed to offer Genesis players more control.

### DRUG WARS ON NINTENDO

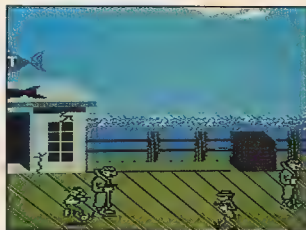
As Max Force, front-line fighter in the war on drugs, you must destroy the K.R.A.K. crime syndicate, seize contraband, and bust pushers. Adapted from the super-hit arcade game, Acclaim's *Narc* is one of the hottest new titles recently announced for Nintendo. To coincide with the game's release, Acclaim is making a contribution to the nonprofit Just Say No International.

Another anti-drug game, *Raid 2020* from Color Dreams, is also being released for Nintendo players. The hero of *Raid 2020* is Shadow, an elite undercover narcotics agent who's fighting to save the nation from moral collapse.

GP



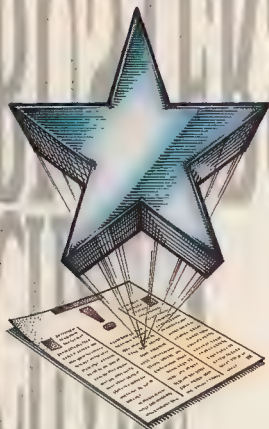
In Color Dreams' *Raid 2020*, you play a police agent fighting to rid the country of drugs.



The action in *Raid 2020* ranges from coast to coast as you battle to crush the empire of the evil drug lord Pit Bull.



# CHART- BUSTERS



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## BABBAGE'S TOP TEN

(Provided by the Babbage's chain of software stores.)

1. *Where in Time is Carmen Sandiego?*  
(Broderbund)
2. *ABC Monday Night Football*  
(Data East)
3. *Where in the World is Carmen Sandiego?*  
(Broderbund)
4. *John Madden Football*  
(Electronic Arts)
5. *The Colonel's Bequest*  
(Sierra)
6. *The Duel: Test Drive II*  
(Accolade)
7. *Starflight 2*  
(Electronic Arts)
8. *Leisure Suit Larry III*  
(Sierra)
9. *Where in the USA is Carmen Sandiego?*  
(Broderbund)
10. *Flight Simulator 4.0*  
(Microsoft)

## Readers' Poll: Nintendo

(Alphabetical order)

*Blades of Steel*  
*Blaster Master*  
*Castlevania II:*  
    *Simon's Quest*  
*Double Dragon*  
*Gauntlet*  
*Metal Gear*  
*Ninja Gaiden*  
*Super Mario Bros. 2*  
*Teenage Mutant*  
    *Ninja Turtles*  
*Zelda II:*  
    *The Adventure of Link*

## Readers' Poll: Sega

(Alphabetical order)

*Altered Beast*  
*Double Dragon*  
*Ghouls 'n Ghosts* (Genesis)  
*Miracle Warriors*  
*Phantasy Star*  
*Rastan*  
*R-Type*  
*Shinobi*  
*Space Harrier II* (Genesis)  
*Wonder Boy in Monster Land*

## SPA PLATINUM

(Computer games with more than 250,000 copies sold, as certified by the Software Publishers Association; includes only participating member companies. Listed alphabetically.)

*Jeopardy* ShareData  
*Karate Champ* Data East  
*Wheel of Fortune*  
    ShareData  
*Where in the USA is Carmen Sandiego?*  
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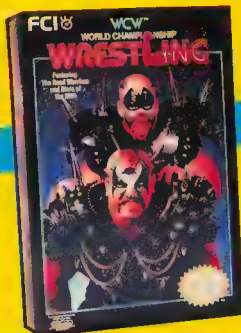
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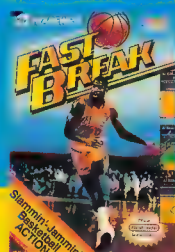
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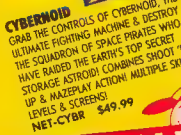
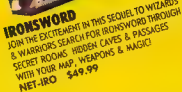
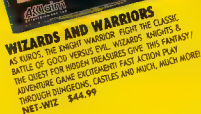
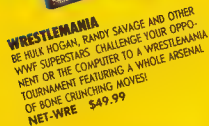
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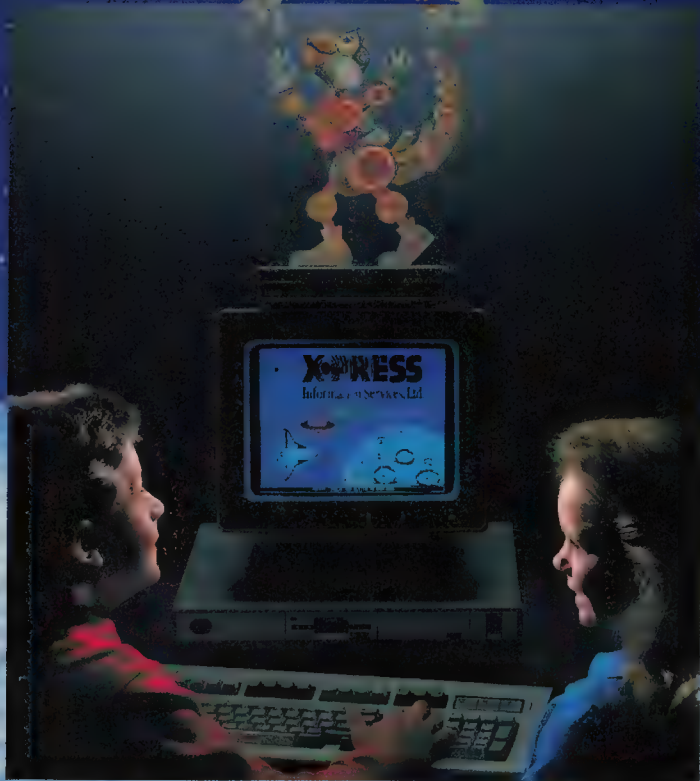
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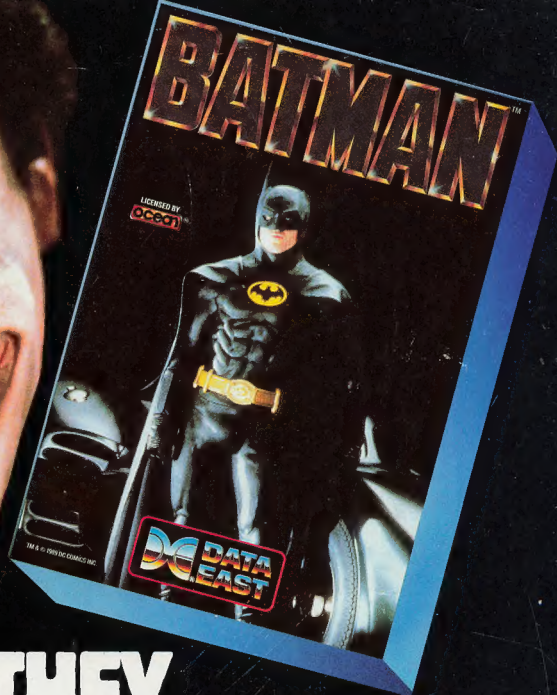


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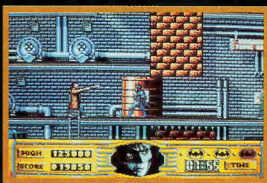


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